MANGA MADNESS COMPO! • A-Z OF SATURN GAMES

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Sega Pro

● Issue 55 ● March '96

● Saturn ● Mega Drive ● Mega 32X ● Game Gear ● Arcade

Also Inside!

Saturn

Primal Rage
Solar Eclipse

Mega Drive

VR Troopers
Madden '96
Big Hurt Baseball

Rise Of The Robots 2

The Robots Rise Again!

FREE!

Virtua Fighter 2

16 PAGE PULL-OUT!

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PLAYSTATION, SATURN, CD32, JAGUAR, GAMEBOY.

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Welcome To Sega Pro

We're now well into the New Year. This should be one of Sega's greatest years ever, what with the massive head-start that the Saturn has over certain other next-gen consoles...

The top titles which have proved elusive to the extreme have suddenly materialised and will help to take the Saturn to even greater heights. Some of these titles are, of course, destined for the Mega Drive by way of the 32X and this will help the king of the 16-bit consoles soar even higher.

Before I start to rant on a little bit more, you may or may not have noticed that I'm not Nick Roberts. No, the ol' Sega Pro team have moved onto new projects and a new team has taken their place, headed by me (If you have been reading SEGA PRO for a long time, you may remember me as a lowly staff writer!). The two slaves, err I mean staff writers are Miles Guttery (A veteran of mags such as Games World, CD32 gamer and Super Gamer) and Jon Evans (who is just a veteran period!). Together, we aim to make SEGA PRO even better than it was before.

Right. Now that the introductions are over with, we can get down to some serious ranting. With the PlayStation already out in the shops and the Ultra 64 looming ever closer, Sega owners may be forgiven for feeling a little put out by their adopted company. Sega have always supported their customers, and they're even more supportive now. At the end of the day, however, we need only one thing - games. It's all very well reviewing (and no doubt, buying) import games, but until the are released officially in this country, no one is going to be able to buy them in large numbers. Various efforts have been made over the years to stamp-out grey imports (such as country-coding games and machines), but these measures have always been circumvented by some bright spark with a soldering iron and this puts us right back at square one.

The Crimbo season saw a massive increase in the number of Saturns and Mega Drives in the country (far more than the PlayStation will ever have) and these new owners want new games. Unless they get them soon, they're going to sell their consoles and switch to a new format that has got the games. The video games industry may only be important to the big boys in terms of money, but to the owners, it's a form of entertainment. After all, how many people would go to the cinema if the only new films were all in French with an English version appearing every few months?

Anyway, enough of this; I think there's enough mettle in there for you to chew on for this month. Enjoy the new team (and the new mag) and please write into us if you have any comments. We would all love to hear from you.

Take it easy

Dino Boni

Issue 55 Marc

Conte

Rise of the Robots 2

18

This sees the Resurrection of the Robots... literally. Read our extensive preview on page 18 – it'll blow your mind!

Saturn

Mystaria.....54
This is one of the first RPGs we've seen on the Saturn, and if the rest of the game is as good as the bits that we've played, then the future an only look bright for this superb 3D role playing game

Darius.....60

In The Hunt.....64

Gunbird.....68

h 1996

nts

Virtua Fighter 2

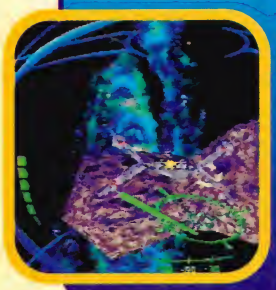
Pull-Out Guide.....35

Every single move for every single character as well as proven tactics and strategies to turn you into a lethal weapon. While other mags have scratched the surface, we've gone the whole hog and given you THE definitive guide to VF2, and it's all free!

Competition time

Videos are the order of the day in this month's compo pages. Fancy the chance to win some football or Manga videos? You'd better turn to page 70 the right away!

32X



Darxide.....58

The 32X is still hangin' in there with this latest 3D shoot-'em-up. Impressive graphics are the order of the day, but can the gameplay match the visuals that are thrown at us?

Total Conversion

There are so many games on different systems that we'd like to play on the Saturn, but will any of them ever make it to our little black box? We take a look at a few games that would go down a storm on the Saturn. 14

Saturn's Rings.....24

Now that the Saturn has well and truly got its foot in the door, we take a look at the past, present and future of Sega's little gold mine. If you're worried about the longevity of your new console, then read this and worry no more.

Mega Drive

PGA Tour '96 32

NHL '96.....52

Ice Hockey is a fast game. Filled with violence and speed, it has always made a good computer game because of these very same qualities. EA prove yet again that they can't be beaten when it comes to sports games with this new update of their brilliant Hockey game.

Australian Rugby League 56

VR Troopers 62

Regulars

Frontline 6
Charts.....11
Jap News 12
ProTips 72
ProHelp!.....74
ProTest 76
Back Issues 55
Subscriptions....80
Next Month 82

News

To boldly go...

Pro

THE NEW S-TEAM!

NICK AND HIS GANG HAVE MOVED ONTO PASTURES NEW AND PILKY HAS BEEN THROWN OUT OF THE NEAREST WINDOW, SO IT'S TIME TO INTRODUCE YOU TO THE NEW CROWD. DON'T BE PUT OFF BY THEIR DEVILISH GOOD LOOKS — THESE GUYS KNOW EVERYTHING THERE IS TO KNOW ABOUT THE SEGA WORLD AND WILL MAKE NICK & CO PROUD...

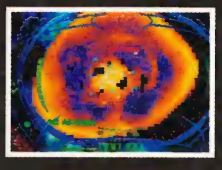
THE PRO-TEAM

Dino Boni

Dino is just settling down to life in Torquay after being snatched from his native Bournemouth a few months ago. The bearded one is suffering a little from stress at the moment after editing three mags in one month. Still, there's always his imminent holiday in Las Vegas to look forward to. He's also doing a spot of chasing (girls, not cars!) but the object of his desires is (at the time of going to press) yet to respond. Any tips or offers should be sent to the usual address...

Game of the Month: MK3 (arcade)

Miles Guttery (AKA Hippy)



Miles is still reeling from his first compliment given to him by a member of the opposite sex. While sitting in a rather loud bar in Torquay with our esteemed Ed, a stunning blonde came up to him and praised his long, flowing locks and then promptly walked out the door. 'Could've sworn I was in there!' he muttered later on. He's spent the rest of the month doing bugger all. No change there, really.

Game of the Month: Darxide

Jon Evans

Jon is 21 going on 40. His evenings consist of ritual TV-watching and wine-drinking while badgering Miles (with whom he shares a flat along with Jon's girly) to do the washing up. He seems to constantly be on the phone paying bills and 'sorting things out' rather than drinking 10 pints and falling over in a gibbering heap. Maybe one day he'll learn what young life is all about.

Game of the Month: Virtua Fighter 2

Brad Wells

Brad has been moaning constantly that he's never had a piccy of himself in a mag since he started his job as designer. To shut him up, we've included him here. Modelling is his hobby of choice, but not the kind where he gets to stand in front of a camera all day and earn a fortune for wearing some poncy clothes. There! Happy now, Brad?

Game of the Month: Rise Of The Robots 2

Video CD overtakes Video

The latest Video CD release, Star Trek Generations, has been launched a full three weeks ahead of the sell-through video. This is a first in the history of Video CD, and clearly shows the way the market is going. Even Saturn owners (with a little help from the FMV cart) can play Video CDs and as this format becomes more and more popular, can expect to see more top films released on CD first. We'll keep you informed of any future releases. Just remember; you read it first in Sega Pro!

Mortal Kombat 3

- Acclaim
- Saturn
- February

The Mortal Kombat series of games have probably sold more consoles than any other game in history. Everyone likes a good beat-'em-up, and they don't get much better than this. All of the new fatalities are in there as well as the new Animalities. New characters, backgrounds and even a new storyline make their way onto the latest version of the bloodiest beat-'em-up of them all. Keep an eye out for the next issue for a complete, in-depth review of what is promised to be the best thing on the Saturn since sliced bread.

nline

Dark Saviour

- Sega
- Saturn
- TBA

For those of you who have upgraded to a Saturn following a prolonged period of Mega Drive ownership, you may remember a great little arcade RPG called Shining Force. If you don't, then let me explain — Shining Force was an RPG in which you played the part of an armour-clad warrior who had to battle evil creatures in an attempt to save his home land from tyranny. Dark Saviour is the Saturn version of this game but, at the moment, details are being kept very quiet indeed. The isometric view will still be present, and no doubt the developers have come up with some interesting plots. Most importantly, though, Dark Saviour is set in the future, and not in a fantasy D&D scenario. Could be just the thing Saturn owners have been waiting for.

Final Fight 3

- SNK
- Saturn
- TBA

Final Fight has enjoyed a long, progressive career on the Neo Geo for many years, and is now set to wade into Saturn territory. Details on the game are a little bit sketchy at the moment, save for the usual smattering of new characters and moves. As you can see from the screenshots, things are definitely looking up the in beat-'em-up stakes.

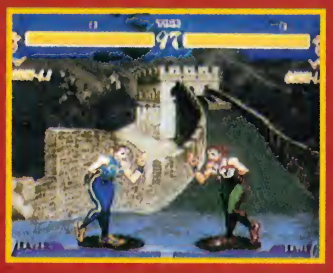
Sega boast massive sales

Sega UK sold so many Saturns over Christmas that stores are now suffering the knock-on effect of being left without any stock. The drop in price to £299 in order to compete with the PSX was a decisive factor in the increase in sales, making the Saturn more attractive to potential buyers. The launch of Sega Rally and Virtua Cop just before Christmas possibly had something to do with it as well. Sega also reported they had run dry of Mega Drive units as a sudden surge in 16-bit hardware escalated just before Chrimbo. Sega expects to have 350,000 units in the UK by the end of February.

Street Fighter Alpha

- Sega
- Saturn
- TBA

The Street Fighter series of games seems to be never-ending, and Sega have proved it with Alpha, the newest instalment of the grand-daddy of all beat-'em-ups. At first glance, SF Alpha may look the same as all the other SF games, but if you take a closer look at the screenshots, you'll see that the style of the graphics has changed to a more cartoony look. Ken, Ryu, Chun Li and Sagat are the only original characters to make it back into the game while the other eight characters are completely new. There are also two special characters to fight against, but details of these little blighters is being kept under wraps for the moment. As soon as we hear more about this stunning game, we'll let you know.



Psygnosis keep quiet

The Sega games world is alive with speculation that Wipeout, 3D Lemmings, Destruction Derby and Discworld will be converted to the Saturn and will hopefully be released sometime in the summer. We spoke to Psygnosis themselves who were 'unable to comment about this at the moment. We have no immediate plans to convert these titles to any other formats'.

Of course, this doesn't mean they won't do it, but they're just being a little bit cagey at the moment. After all, Destruction Derby is probably the only decent game on the PlayStation at the moment! We do have information from inside sources that there ARE plans to convert these games onto the Saturn, so take a look in the preview section for more information.

Las Vegas CES to have 'minimal video game presence'.

After the disappointing spectacle that is the Winter Consumer Electronics Show (CES) in Las Vegas last year, the organisers of the event have advised the show will not have a massive video game contingent. The event, which is aimed mostly at home electronics manufactures and audio equipment, has been home to video games for the past few years. After the disappointing show last year (Dino walked around the entire lot in one afternoon! Not really worth travelling 7000 miles for!), the video games section has been scaled down. Apparently, most publishers are waiting for the E3 show in Los Angeles to release their spring and summer wares.

Sega Rally

- Sega
- Saturn
- Out Now

As we all know, Sega had hoped to get Sega Rally out in the shops in time for Christmas. Unfortunately, they failed to make it in time, and the release was put back to January 5th. If all goes well, Sega Rally should shoot to the top of the charts and may even displace its closest rival, Virtua Cop. We'll have to wait until next month to see what will happen.

Sega get their own TV channel!

Well, not exactly. Sega have just launched the Sega Channel in the US. This cable service is a game-on-demand channel which allows subscribers to download games directly into their Genesis for a small fee. Users can play 50 different games a month before incurring additional charges, and they can also playtest beta versions of new games and be given sneak previews of other releases via the special cable adaptor that plugs into their Genesis console and then into the phone line.

With cable TV taking off in this country too, it won't be long until we can enjoy a service like this one. Until then, we'll just have to envy our American cousins and hope that BT's efforts (which are currently on trial) will be a big enough success to warrant a general release.

A l'attention des commerçants

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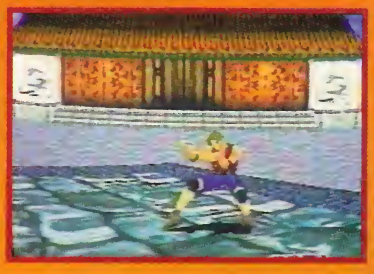


Virtua Fighter 2

- Sega
- Saturn
- Out Now

Yet another game that should've been released at Christmas has had to wait until the new year to make its way onto the shelves. VF2 has had every beat-'em-up fanatic chomping at the bit, awaiting their first game of this revolutionary beat-'em-up. Forget Toh Shin Den, forget Tekken; VF2 is were its at, and hopefully it will be in a shop near you by the time you read this.

Raunchy Rumours

Yes, it's that time of the issue (!) again. Now that Nick and his minions have moved onto something new, it's all down to us to bring you the latest news and gossip from the world of video games. The biggest (and probably most worrying) news is the lack of new official software available. As the Christmas season is the busiest time of the year for every publisher, they have all released their biggest games and now have very little to offer both Saturn owners and magazines like ourselves. As per usual, import games will come to the rescue, but most of us will have to be content with waiting until Easter time for the next batch of new releases to become available.

Have you ever heard of CTW? Well, if you have, you'll know that it's the weekly trade paper for the video games industry and is available only on subscription. If you didn't know, well you do now! Anyway, there's a certain journalist for a certain Amiga mag who wrote an article on how every journo is scared of giving a game a bad review (even if it deserves it) for fear of reprisal from the publisher of the game. It seems he then proceeded to slag of Team17's Worms to the limits of the English language, and then had to suffer the humiliation of a full-page advertisement in CTW proclaiming him to be a 'so-called journalist'. The ad had quotes from famous people who turned out to be wrong (such as Maggie Thatcher when she said that there would never be a female Prime Minister in her lifetime), and then goes onto quote the person in question as saying 'If they think Worms will catch on... they're in for a big surprise'. We await the next instalment of this soap with baited breath.

ECTS On Air

With 1996 well underway and Christmas just hazy memory the minds of those at Sega Pro turn to the next big event in every game journo's calender — the spring European Computer Trade Show at the London Olympia. And what a show it promises to be. The Autumn show was pretty cool, even featuring a complimentary interactive CD guide to many of the goodies on offer. However for the first even

of the new year organiser Blenheim have gone several steps better. This time around there'll be TV broadcast going on actually in the arena as well as being beamed to hotels around London for those who consider themselves too grand to tread the boards with the rest of us. It's an idea already tried and tested at Live '95, and the Ideal Home and Motor show so it should be a real doozy!

Up Ya Poll

We are proud to publish the recent results of our Sega Pro poll to find out exactly what people look for in their daily dose of video gaming shenanigans. Those all-important petit pois which make one man's good, solid number two another man's peas and gravy. In a no expense spared report we interviewed a broad cross section of the gaming public taken our very own editorial team.

25% of those questioned (Jon) demanded a strong strategic element. The appliance of brain power for these sad, lonely individuals far out-weighs the need for arcing jets

of blood and dripping entrails. Said 25% were taken outside immediately after polling and given a damn good kicking. Another 25% (a designer who shall remain nameless) professed to no interest in gaming whatsoever. Preferring instead to spend his time colouring his hair and gluing together small bits of plastic. After consideration it was deemed the best punishment for this segment of pollees was to allow them to go on exactly as they are.

The remaining 50% agreed a good solid portion of violence was entirely beneficial as it helps us take out our frustrations on an inanimate object rather than our fellow man. Unfortunately they both ended up in casualty after failing to agree on who would win in fight between Sonic and the Power Rangers!

CHARTS

SATURN

1.	Virtua Cop	Sega
2.	Daytona USA	Sega
3.	VF Remix	Sega
4.	Robotica	Sega
5.	Bug	Sega
6.	Panzer Dragoon	Sega
7.	Virtua Racing	Sega
8.	Shinobi X	Sega
9.	Myst	Sega
10.	Pebble Beach Golf	Sega

MEGA DRIVE

1.	FIFA '96	EA
2.	Premier Manager	Sega
3.	MK3	Acclaim
4.	Micro Machines '96	Codemasters
5.	Mickey Mania	Sony
6.	Earthworm Jim 2	Virgin
7.	Sonic & Knuckles	Sega
8.	Primal Rage	Sega
9.	Micro Machines 2	Codemasters
10.	Street Racer	Ubi Soft

MEGA-CD

1.	Soulstar	Core Design
2.	Eternal Champions	Sega
3.	Mickey Mania	Sony
4.	Brutal: Paws of Fury	Gametek
5.	Ground Zero Texas	Sony
6.	NBA Jam	Acclaim
7.	Sega Classics	Sega
8.	World Cup USA '94	US Gold
9.	FIFA Int. Soccer	EA
10.	Road Avenger	Sega

GAME GEAR

1.	Star Trek Generations	Gametek
2.	The Lion King	Virgin
3.	Sonic Chaos	Sega
4.	Dragon	Virgin
5.	Dropzone	Codemasters
6.	Strider 2	US Gold
7.	Sonic 2	Sega
8.	Ren & Stimpy	Sega
9.	Cosmic Spacehead	Codemasters
10.	Fantastic Adventures Of Dizzy	Codemasters

Frontline SEGA PRO

JAP NEWS

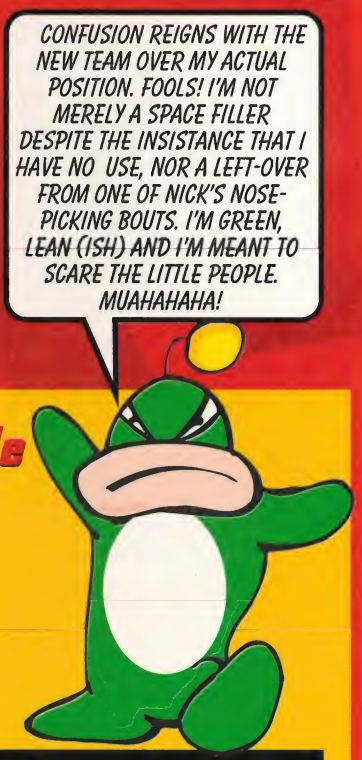
Virtua Cop 2 unveiled!

マ Yes, it's true! Virtua Cop 2 is curretly in development by those boys in AM2, and true to Jap style, they've included a rather cute lady into the game. The Japanese have a strange attitude to women, and most of the time they are drawn using western features rather than Oriental . No doubt there is some rational explination for this, but at the moment I can't think of one.

The game is said to improve on the first Virtua Cop in much the same way as Virtua Fighter 2 improved on Virtua Fighter 1. The polygon graphics are now a lot crisper and features more detail and some shading to boot. The game will be compatible with the existing Virtua Cop gun, although rumours of a plastic pump-action shotgun are running amok at the moment. We'll keep you posted!

DeJa New

ウ Dino is having a little bit of Deja Vu lately. You see, he used to be in charge of producing the Jap pages way back around issue 12! Sega Pro has come a long way since then, and so has the Sega world (come to think of it, so has Dino!). But return to his roots he has, casting a watchful eye over all things eastern, once more bringing you all the latest, wackiest, craziest and most newsworthy items from the land of the Rising Sun. Not that the sun doesn't rise over here, mind you, but this is Sega Pro – cliches are the tradition.



Need for Speed Japanese Style

ス Catering to the two highest passions of most Japanese men (ie. Cars and Girls) comes Challenge Racing (rough translation). It follows a similar theme to *The Need for Speed* - choose a car from the wealth of powerful motors on offer and then select a driver to race against. All the drivers in this game happen to be pretty young girls who each have a section of FMV in the game. If you win, you might just get a little more than you bargained for!

It's still in the early stages of development, but things are definitely looking up! The game bristles with fluent, high-speed graphics that make the 3DO version of Need for Speed look like a Robin Reliant simulator! As per usual, this game will no doubt sell like hot cakes once it's released in Japan, but it's going to be worth looking out for on import. Until then, keep your eye out for an exclusive review in Sega Pro soon!

More Manga Madness!

カ Another Manga title is about to get its own Saturn game. 3X3Eyes (pronounced three-by-three eyes) is an RPG based on the cult Japanese cartoon which is now one of the most popular in Japan. It is only just started to be developed, so no screen shots are available yet, but the characters all have been drawn by the original animators and they even got their paws in as far as the the plot was concerned. The Saturn version will follow the same arcade-style RPG format that made the original 3X3 Eyes game such a massive hit on the Megadrive. As per usual, we'll give you more news as soon as we receive it, but if you want to play this game, then you'd better learn Japanese!

Modem Ahoy!

キ Sega Japan have just unveiled the prototype of the Saturn Modem. This nifty little bit of kit will allow you to play games against a friend over the phone lines. Plans are also afoot to produce Internet software on CD so Saturn owners can log onto the Internet and take advantage of the mass of information held there.

Sadly, we're going to have to wait quite a while for it to filter over here but a word of warning. Don't even think of buying an import version when it is released in April. The Japanese use a different phone system to us, and the modem will be useless over here. I'm afraid you're just going to have to wait and see.

Manga hero reaches the Saturn

ツ If you know your Manga, then you'll no doubt recognise these screen shots as being very similar to the cartoon Fist of the North Star. In fact, you'd be absolutely right, except for the fact that the new Saturn game is based on the continuing Japanese TV series. The game combines RPG and beat-'em-up elements as well as FMV cartoons to tell the story of Ken, a martial arts expert who has the power to go into a fury of punches that can make a mess of more or less anything.

The game takes the form of an RPG/beat-'em-up hybrid set in a post-apocalyptic world that has been savaged by nuclear war. Civilisation has died in the nuclear fire that sweapt across the globe, killing nearly everythin that moves and reducing sprawling cities to rubble. The survivors had to resort to the age-old way of living and instead of using technological weapons of destruction, they honed their fighting arts and expanded them until they became more powerful than any martial art ever known. The fighting sections of the game are a little different to your normal run-of-the-mill beat-'em-up; you choose what move you want Ken to perform, and then the computer chooses its move. The 'round' is then played out and it starts all over again. A novel approach, I think you'll agree, but we'll have to wait and see if it works. The Japanese text will make life a little difficult for import players, but no doubt there are a few die-hard fanatics that will enjoy playing it!

Psygno

Who'd have thought it, eh? A few months back, news broke of Sony's Psygnosis buy-out, followed by rumours of the Psygnosis name disappearing down the lavvy to be replaced by the more in-vogue but yawnsome Sony Interactive. C'mon guys. It's just sooo '90s. Ten years from now it's going to have the same aura about it as ra-ra skirts and that stupid yellow smiley face which everybody wore on their T-shirts whilst affecting rather unconvincing Mancurian accents. You mark my words. Anyway, bear with me 'cos I have a point.

Who is Sega's biggest rival? By thunder if it's not those aforementioned Sony-types. I'd best explain. Four of PlayStation's flagship titles came out on the Psygnosis label and have quickly established Sony's machine as a powerful rival to the Saturn. In case you've had you're head down a hole for the past few months, these titles are *Destruction Derby*, *Wipeout*, *Lemmings 3D* and *Discworld*. However unlikely it may seem, the Saturn now seems set to get its own conversions of the quintessential quartet. A slight anomaly, methinks?

Destruction Derby

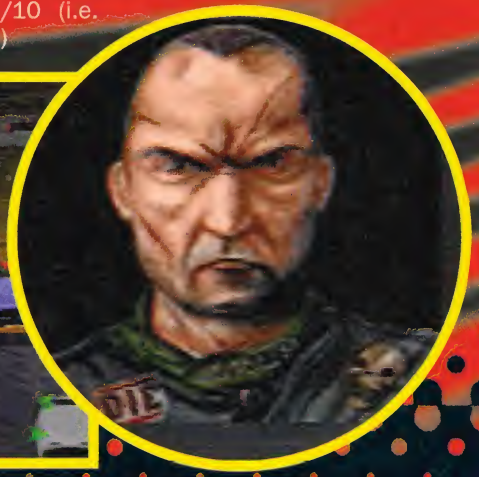
...takes the form of a derby involving lots of destruction (Ahem! I think that last sentence gets the Issue 55 award for 'Teaching your Grandmother to suck eggs' - Dino). If you've not yet had the pleasure of experiencing the glorious PlayStation version, it's yet another 3D driving game - except this one's got something a bit different. With *Sega Rally* odds-on to wear Daytona's drive-'em-up crown fairly soon, something special's going to be required to compete with it. However, DD doesn't attempt to play *Sega Rally* at its own game (or any other 3D driving game for that matter).

Instead of simply trying to come first in the race, you're actually encouraged to engage in a hefty amount of 'chassis nackerartum'. Points are notched for sending opponents into spins and slides, meaning it's more than possible to come in ahead of everyone else and still finish well down the field in terms of points scored. The PlayStation version features five different tracks including simple ovals and the fiendish figure-of-eight. Watch out for the cross-over — smash city, guys! Everybody's fave is the Bowl, however. The Bowl itself is a large, round arena. The twenty competitors begin around the outside of the circle facing inwards. On the word go, all the cars smash into the middle and from then on, it's every man for himself. Points are scored in the same was as the more conventional tracks, but bonuses are to be had by destroying other cars and ten points is awarded to the last car surviving.

As you can imagine, it makes for some pretty mental action. Graphically it oozes quality with only minor clipping problems arising on the odd occasion and even then it in no way detracts from the enjoyment. Something which works in the Saturn's favour is the speed (or lack of it) in DD. Unlike Sega Rally and Daytona, DD doesn't rely on breath-taking speed for its thrills. Don't get me wrong. It all shifts at a perfectly respectable rate but these are stock cars, not high-performance racers.

Convertibility factor: 9/10 (i.e. Get it done now, matey!)

Miles tries to park in a narrow space and discovers that he can't drive after all. If you don't believe me, ask him how many cars he's killed!



SIS

With Christmas gone and the new year festivities now but a distant memory, Miles Guttery checks out four of the Saturn's greatest rivals, all ready to defect to Britain's number-one console.

The Bowl in all its glory. Once the flag has gone down, all of the cars race into the centre for a massive pile-up. If you've got any brains at all, you'll stay well out of the way and wait until they all go their separate ways.

Some of the views available in DD are just amazing. The in-car view is a real hair-raiser and can even make to jump on occasion!

Wipeout

I may be wrong here, but I'm sure that the guy behind me wants to get past. Well, he's gonna have to shoot me to do it!

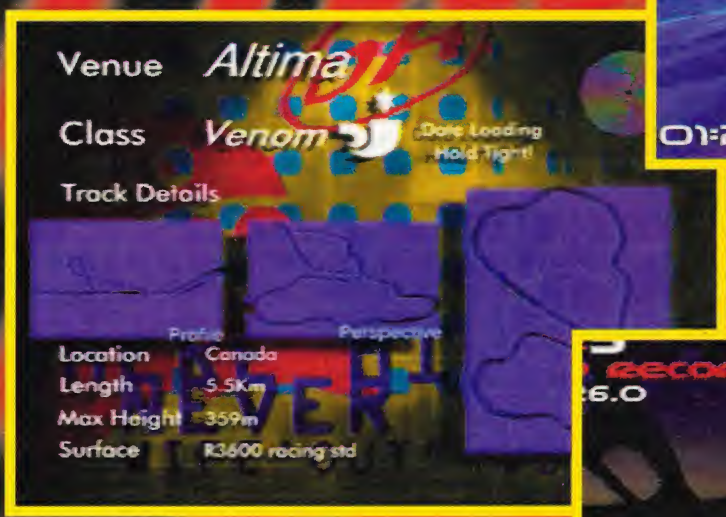
...blew us all away at ECTS autumn. It's a futuristic, anti-grav racer which involves piloting a zippy ship (which looks like an elongated Snow Speeder from *The Empire Strikes Back*) around anti-grav tracks in a futuristic world league. Sounds strange? Well, just imagine Formula One about fifty years in the future and about six feet off the ground and you'll get the idea (Hang on! When was the last time you saw Mansell stick a missile up Hill's exhaust pipe? - Dino). The tracks are full of vicious bends, meaning you'll spend the first few games simply bashing off one barrier and straight into the next like a demented pinball. A lot of skill is required just to get round the course without a prang. Now throw in other competitors and a few heat-seeking rockets for good measure and you've got one helluva trouser-twisting experience.

A few months ago you wouldn't have given Wipeout a prayer on the Saturn, taking into account the letter-boxing and up-date glitches of Daytona — sacrifices made in order to crank up running speed. Of course, now developers have had that bit longer to work with the hardware and with *Sega Rally* looking a bit spesh, anything is possible. Stay tuned!

Convertibility factor: 8/10

The backgrounds for Wipeout are as detailed as they are smooth. In fact, the game can become a little too fast for my liking. It's sometimes impossible to anticipate the corners.

Later courses include jumps and various other death-defying stunts that, we are led to believe, are all in the name of sport. Somehow, I don't think Anti-Grav racing will ever take off (groan!).



Each of the courses is lovingly described by the introduction screen before a race. It also gives you a rough guide to the surface and track length.

This is probably the best view to race on, as the other views make it a little bit difficult to judge the width of your ship.

3D Lemmings

...is the latest installment in one of the most famous video game sagas in history. Only Mario can claim to have had more of a profound effect on gamers the world over than the suicidal, green-haired, sweater-wearing lunatics we all know as the lovable Lemmings.

Anybody who professes a taste for gamesplaying will have (at one time or another) played a version of Lemmings - be it on Spectrum, Amiga, SNES, Macintosh, PC or any other of the innumerable platforms to which it was converted. 3D Lemmings — the third installment after the less widely converted *Lemmings Tribes* and the first to appear on a next generation system — is more of the same but, shock horror, all in glorious 3D (You don't say Miles! - Dino).

To be honest, all this '3D' baloney is pretty cosmetic. After taking a few minutes to adjust you find it plays very similarly to before. Panning camera angles give a '90s feel to a timeless game with its roots firmly in the eighties. The gameplay hasn't been changed much, except for the fact that you now spend most of your time sorting ou the camera angles instead of solving the puzzles. Tribes added loads of new skills, but ultimately didn't flow as well. 3D goes back to a standard eight (or thereabouts) assignable functions and is all the better for it.

Compared with other 3D titles around at the minute, Lemmings will not exactly tax a next gen console in the graphics department so there's no reason to suppose Lemmings 3D won't be a perfect conversion.

Convertibility Factor: 7/10

Anyone who's ever played Lemmings will tell you that blowing them up is more fun than anything!

Green hair, stupid blue suits an a complete disregard for personal safety. No, it's not Jon after a few pints of Fosters down the local watering hole, it's these crazy chappies.

The practice screen allows you to get to grips with each of the Lemming's special powers before you tackle the real levels.

The idea, of course, is to save the little blighters, no kill them like Miles does!

The 3D environment is very impressive, but a little bit redundant for a puzzle game like *Lemmings*. Still, they gave it a go, didn't they?

Discworld

Terry Pratchet's well-loved tales have long been admired and even converted into games way back in the mists of time. Anyone remember *The Colour of Magic* on the C64? Oh well.

Discworld's a PC-style graphic adventure which isn't surprising when you consider it originally came out on PC!

It's huge and it's ruddy difficult. What more can I say? The engaging humour of the books is retained with heaps of amusing dialogue between the hero, a young wizard name of Rincewind (that's you, matey skip!), and the many magical inhabitants of the Discworld. Control is via the popular point-'n-click method. Move the pointer to where you want the character to go on screen (or to an object you wish to investigate), then click the button to perform the action.

It's good to see the kind of games coming to the Saturn which never made it onto the 16-bit consoles. It's a trend which will only benefit the gamer as consoles need no longer be the near sole preserve of action-orientated arcade games. The Saturn can easily compete on a hardware level with high end PCs, which should lead to more variety than has ever previously been available on a console.

But back to the game. Humour, taxing puzzles and loads of original Josh Kirby artwork will make this a must have title for Saturn owners with a penchant for adventuring.

Convertibility factor: 10/10

At the mo' Psygnosis are stying pretty tight-lipped about the whole thing but we'll let you know about any developments as they happen.

Saturn

Work In Progress

Rise of the Ro

Resurrection is gonna be big!

Let's face it, Rise of the Robots was pants - all flashy graphics and no gameplay. What? You don't agree! Oh, bloody hell, we're not gonna argue about this again, are we? What do you mean, I don't know what I'm talking about? Right, take that you sod!

Sound familiar? I'm not surprised. Furious confrontations like this were commonplace during *Rise of the Robots'* phenomenal climb up the gaming charts. It was one of those games that you just loved or loathed. Whatever you thought though, (and just for the record, I thought it was pants) don't let it have a bearing on how you judge the sequel as *Rise 2 - Resurrection* is gonna be big! Mirage have sat down and thrashed out a game that's gonna take the next generation consoles to new, dizzy heights.

One of the main criticisms levelled at the original was that, with only one character players could play and a limited number of moves, the game lacked the playability of other, contemporary

Beretta

Beretta is a Special Forces Exterminator droid - which basically means he's well 'ard! He carries two machete-type blades, plus a laser and flame thrower. The latter, is probably his most powerful weapon, although his desire to crush his opponents through combat alone, means he rarely uses it. Like so many of the droids, beretta is at his most dangerous when on the brink of defeat. Never underestimate him!

Despite a panning from nearly every quarter of the press, Rise of the Robots went on to become one of the biggest selling games of 94/95. So, did the critics get it wrong, or were the public fooled by the game's fancy graphics? Whatever, *Rise 2 - Resurrection* shouldn't cause half the controversy - it promises to be fantastic!

bots 2

● Did you spill my pint? (We know this is a really lame way to start a caption, but what else can you say about a ten-foot tall robot with blades instead of fingers? Not a lot, I can tell you!)

beat-em-ups. With up to 28 characters, each fully decked out with at least five special moves, there's little chance of the same criticism arising this time around.

Of these 28 characters, 18 are immediately playable, but the other ten are secret characters that can only be played after they've been found, fought and beaten! Add the new special moves and multi-hit chaos combos, beating them is going to be far from easy. Each character has a minimum of four special moves, with one super special move

Chromax

With his demobilising Freeze attack, Chromax is one serious saboteur robot. His chilling multi-hit combos and lightening speed can leave opponents beaten before they've even started.

Rise of the Rob

● He's a robot. He's red, therefore he's a red robot. As you can probably guess, I'm running out of things to write about!

Cyborg

To many, Cyborg is the ultimate warrior robot - players of the original Rise will testify to this - but now, with new special moves and combos, he's tougher than ever before! One droid to avoid!

that can be performed after several successive hits gets the 'super' bar up to full strength.

A player is not just limited to his own moves though. Each time an opponent is defeated, the player gets the option of finishing him off with a 'termination' move, or alternatively you can steal one of his special moves. These stolen moves can only be performed once and must be used in the next fight, but it gives the game a new and unique dimension. Cool!

After the debacle of the original version - with huge, clumsy characters, too big and bulky to move fluently around screen - Mirage have sensibly made the character sprites smaller for Rise 2. Whilst this means some of the intricate detail has been lost, the 300 frames of animation per character means there's an unrivalled realism in movement and some oily slick gameplay.

Together with this, there's some beautifully rendered backgrounds which interact with the action by spewing missiles and all sorts of other things at the combatants. Collision detection is fantastic as well, with each character having his or her own impact parameters. These are worked out by the character's size and bulk and means a punch aimed at a particular area of one robot, might not be as effective in the same place against another. Tough, eh?

Although *Rise 2 - Resurrection* is still a long way off from being finished, it's already generating the same sort of excitement as its predecessor. This time around though, Mirage seem to have got the gameplay sussed and should be on to a winner!

Fury

Fury is an honourable robot created by the Supervisor. He is dedicated to restoring law and order and will only fight in honourable combat.When he does fight though, Fury is one of the toughest robots around and is not easily beaten.

● Errm. This guy's a bit 'ard. I wouldn't make fun of his silly coat if I were you. Actually, I would; it would be fun to watch you being beaten up!

ots 2

● Errm. Maybe ducking would be a very good idea at this point. That looks like it will hurt!

Exterminator

The Exterminator is a tough little cookie. His Titanium alloy skeleton incorporates something called 'Laminated Polymer Mouldings'. We've got no idea what it means, except that he's got a shell you could blunt your best diamond on!

Krator

Krator looks a lot like the Loader droid, and with good reason. He's a military spec Loader droid with blade arms and portable missile pods. He can detonate any payload at any time and to aviod falling into enemy hands, he can also self-destruct.

● As you can see from the screen shots, Rise 2 is one hell of a game as far as the graphics go. Thousands of man-hours have been put into the 3D rendered robots.

● Mirage ● £TBA
● 1 CD ● April '96

Completion

1st Impressions

Rise 2 **looks to be everything that the original *Rise of the Robots* wasn't. The gameplay has been given just as much thought and effort as the stunning graphics, and the moves have been upgraded to allow the player to inflict more punishing moves that ever before. Rise 2 will no doubt generate a lot of hype (as did its forefather), but this time, we think that the hype will be well and truly deserved. We await the finished version!**

Saturn

Preview

Prima

A barren land, filled with prehistoric creatures raised from the dead, killing without mercy. Sound familiar (No It's not Torquay! - Dino)? Yes guys, Primal Rage is about to rear its rather impressive head on the Saturn. Read on.

Isn't it funny how Dinosaurs have suddenly become dead trendy again just because of one film? Nobody else would have got the financial backing Steven Spielberg enjoyed for Jurassic Park. This one man has the power to influence an entire entertainment industry to which he's not even directly connected! Aside of the *Jurassic Park* games themselves, would *Primal Rage* have happened otherwise? Let's face it — previous dino-movies like *The Land That Time Forgot* don't grab us like they used to and the less said about *Godzilla* the better!

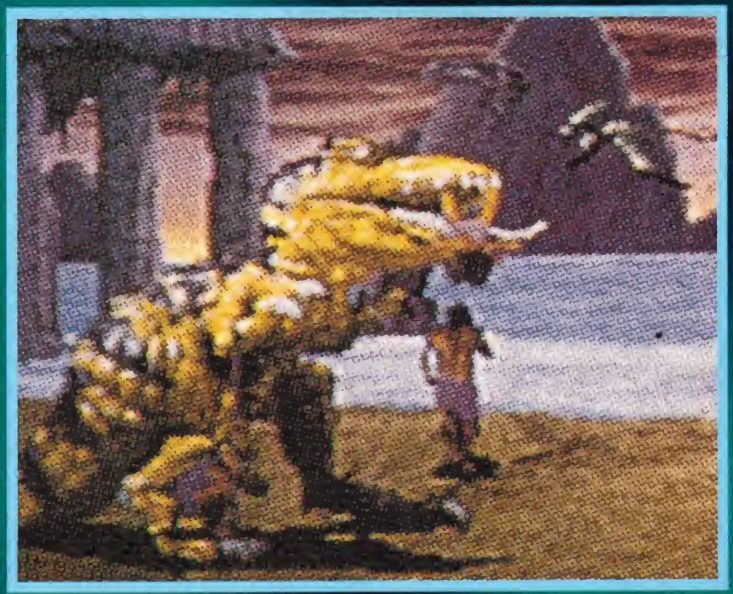
Rage's appeal is amazing graphics and FX

Primal Rage itself is becoming a bit of a fossil now but a Saturn conversion is set to breath new fire into the smoking nostrils.

The 16-bit versions were hampered by graphical constraints. Unfortunate for a game which relies so heavily on its visual impact.

Highly detailed and moveable dinosaur puppets were made and stop motion video animation was used to bring them to life. Sadly, it was all too much for the humble 16-bits to handle. The Saturn game, however, will hopefully have no such problems. It's 32-bit power should bring Diablo and his friends chomping and nashing onto our home screens in all their mammoth arcade glory.

For the sad and lonely who don't know, *Primal Rage* is a one-on-one beat-'em-up, but instead of the usual ninja types, giant prehistoric monsters battle it out for the honours. The difference between this and other 2D beat-'em-ups of recent times is the method used to access special moves. Instead of performing a movement on the pad then hitting a certain button, appropriate combinations of buttons must be held while the D-pad manoeuvre is performed. This system has had a mixed reception. The old die-hard *Street Fighter*'s stomped off in a huff but for the rest of us it offers much-needed variety in an over-populated area. There are also some nifty finishing moves;



l Rage

● Sega-Time Warner
● £TBA ● 1 CD
● March

Completion

1st Impressions

Time Warner are keeping the game pretty well under wraps for the time being. However our sources suggest it will be as near as damn it arcade-perfect. The only question is do we really need yet another one-on-one beat-'em-up? Rage fans will say we definitely do and even for those totally tired of the genre, those finishing moves are still well worth a goosey. We should have a full review next month but as it stands hopes are decidedly high.

incinerations, maulings and one of the apes even urinates over the twitching corpse of his victim. Honest! It's true!

Having played the arcade machine and the 16-bit conversions, I can honestly say they were as close as they could have been. The arcade game is quite simply beyond the power of their hardware. As I said before, a lot of *Rage*'s appeal is amazing graphics and FX. Even in the face of competition from all those 3D beat-'em-ups, the sheer power of Rage's creatures cannot help but inspire awe. Just have a fresh pair of pants at the ready if you find yourself easily startled. We've not had anything playable yet on the Saturn version but by thunder it looks good so far. Watch this space for the most in-depth review you're ever likely to see.

● **Each of the creatures in Primal Rage has his own set of human worshippers. They jump around like demented cheerleaders during fights and can be eaten to replenish energy but timing has to be spot on.**

Feature

Saturn

After the Saturn's phenomenal launch, the Sega Pro team decide to take a nostalgic look back over the last six months to see how the machine has fared and gaze into their crystal balls to see where it goes from here.

The year That Was -1995

● The Saturn has gone from strength to strength since its launch. The games have improved, and almost every publisher has something on the drawing board.

After years of development and research, Sega's 'next generation' machine, the Saturn, finally arrived in the States and hit the shop shelves in June of last year. Months of speculation, hype and anticipation finally gave way to the official launch, which, surprisingly, came ahead of schedule. Scare tactics put this down to Sega's fear of Sony's inferior machine, but in reality, the move was pre-empted by the huge success of the Saturn in America and Japan.

With the arrival of the Saturn, a new age of computer gaming dawned. It's high-powered specs meant (for the first time) true arcade-style graphics could be delivered together with superb CD sound to punters inside their own homes - and all for the amazing price of £400!

Coinciding with the official launch of Sega's new machine came the first batch of Saturn titles; *Virtua Fighter*, *Daytona USA*, *Bug!* and *Panzer Dragoon*. The quality of these games immediately impressed both critics and admirers alike and the Saturn sensation began to sweep the country.

Sega, with their renowned marketing expertise, played on this by launching a high-powered press campaign which included full page adverts running through established magazines and prime-time TV ads. This kicked home Sega's message that no serious gamer could afford to be without the Saturn. Joe public seemed to agree and over the next few months, the Saturn continued to fly off the shelves.

Over the months running up to Christmas, this growing mass of Saturn owners were treated to a feast of new software titles to gorge themselves upon - the atmospheric *Myst*, the hugely playable golf sim *Pebble Beach* and Bullfrog's excellent futuristic race-em-up *Hi-Octane* naming just a few.

So, all-in-all, 1995 was a resounding success for Sega, the Saturn and gamers alike, but what of 1996?

's Rings

● Pebble Beach may look simple at first glance, but play it for a while and you'll see just how much work has gone into this excellent golfing sim. The animation is superb and the game plays like a dream.

● Primal Rage is another top title that is on its way to the Saturn. The 16-bit versions of this game were good, but can't compete with the Saturn version.

The Present - The Winter of Discontent?

As you've probably noticed from this issue, reviews are a bit thin on the ground this month. This isn't a reflection on your hard-working *Sega Pro* team, it's just as the annual Christmas rush of software subsides, the inevitable lull in new releases sets in. It's the same on every console. Unfortunately, the Saturn's post-Christmas blues are a bit more serious than just a hangover from excessive pre-Xmas releases. The problems are more deeply-rooted.

So what are these problems, you might ask? Well, for starters, on its release the Saturn commanded a £400 price-tag. Although this is remarkably cheap for such an amazing piece of hardware, it seems people are still reluctant to part with that amount of cash. The reason? Well, I don't know much about economics, but I think it's fair to say that the last 15 years of Tory rule has left the majority of us a bit strapped for cash. The result of this highly contentious price-tag has been that, although Saturn sales have exceeded what anyone expected, they could have been so much better. Sega have addressed the problem though, by reducing the machines price to under £300.

Another problem seems to

Feature

Saturn's Rings

● *Virtua Fighter* was *the* game that started everyone off on the Saturn. Any fan of the arcade game had to be impressed with the conversion, and *Virtua Fighter 2* took this one step further. Forget any other 3D beat-'em-up; VF2 is the game that everyone wants to play.

● Racing games are another part of the lifeblood that makes up a Saturn owner's software library. Already, users have a massive choice of quality games to choose from including the highly acclaimed Hi-Octane and Sega Rally. No doubt more will be here soon.

have been Sega's advertising campaign. After a hugely successful launch, they let down their guard, allowing Sony to gain the upper-hand around the crucial period just after the Playstation's launch. Rather than ramming home the message about how great the Saturn was, Sega hardly contested Sony's ad campaign, allowing the Japanese company to brain-wash all sorts of gullible zeros into believing the Playstation was cool. We all know this to be crap and, in the long-run, everyone else will find out as well, but if Sega had plugged the machine a bit more, the problem could have been avoided.

One of the most serious allegations levelled towards the Saturn, is the lack of software. Okay, so at the moment we're revelling in joy at the release of *Virtua Cop 2* and *Sega Rally*, but on the whole, there's been a shortage of new titles hitting retail. Nobody can say that Sega haven't been trying their hardest, I mean, they've brought out dozens of exciting, innovative titles since the machines launch, but they can't do everything - which is exactly what they are trying to do! The majority of titles released so far have come from Sega, with third party developers seemingly reluctant to work on the Saturn. Sega have to change this. Encouraging software companies like Bullfrog and Team 17 to work more on their machine.

To be fair to Sega though, the early launch of the Saturn has caught a lot of companies short. There's a lot of games in development at the moment which would have been coming out shortly after the machines launch - had it not been brought forward. So, things aren't as bad as they may seem.

● No feature on the Saturn would be complete without a little mention of Virtua Cop. This game was probably responsible for more Saturn sales than any other game this Crimbo.

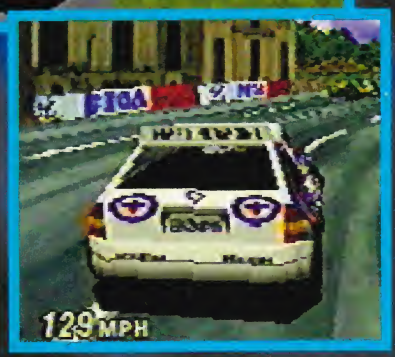
The Future?

Although the present looks a bit bleak, the future is most definitely brightening up. More and more companies are realising the potential of the Saturn as a games machine and bringing out games upon it. Sega have also slashed the machines price to just £300, making it more competitively priced and more appealing to the public. The result is sure to be a resurgence in Saturn sales and a re-awakening of the interest and excitement the machine first aroused on its launch.

Some of you may have heard rumours of Sega threatening to quit the hardware market in favour of concentrating on software. Well, we can reliably inform you that that is *@**@#&&! Sega have no plans of quitting the hardware market at such an exciting time and will be supporting their machines for as long as the sun continues to rise.

All in all, 1996 bears all the signs of being a fantastic and exciting year. Sony and Sega will continue their struggle for 32 bit supremacy, with Sega's resources and better machine finally winning through. In the end though, the only winner will be the buyer! Already we're seeing prices of next generation machines tumbling - with the Saturn already £100 cheaper than when it was first released.

Once Sony has been defeated though, the real struggle begins, with a new challenger entering the fray .. the Ultra 64. Nintendo's machine is already riddled with problems though and it's capabilities and price are in some doubt. Also, the machine's launch has been put back to Christmas '96, possibly even spring '97 by which time the Saturn will be an established console with a massive user-base and an extensive software library. So, here's to Sega, the Saturn and what promises to be a truly fantastic 1996!



Feature

A-Z

a

Astal
Sega
£67.99 (import)

Wonderful to look at, Astal is just as good to play. Whacky, addictive and thoroughly enjoyable, this is one smart platformer.
92%

b

Battle Monsters
Sega
£79.99 (import)

Not a patch on Mortal Kombat II, or even Primal Rage. A first generation beat-em-up, which Saturn owners should avoid.
63%

Blackfire
Sega
£59.99 (import)

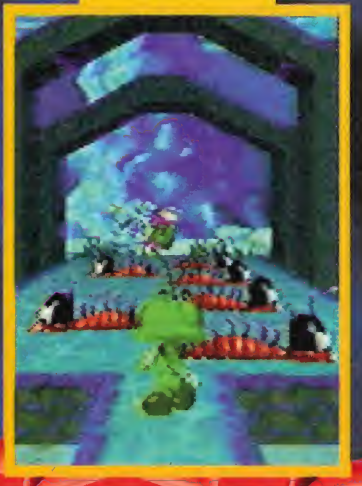
Guaranteed to turn even the most pacifistic Saturn owner into a drooling, red-eyed warmonger. Definitely one to worry your parents with!
80%

Blazing Tornado
Human
£59.99 (import)

Yet another grey cloud taints an otherwise perfect day on the planet Saturn. Those damned weather forecasters have got it wrong again ...
36%

Bug
Sega
£44.99

Yes, it looks fantastic. Yes, he's really cute. And this is a tough one too! You won't be completing Bug in five minutes.
91%



C

Clockwork Knight
Sega
£39.99

For a first attempt at a platformer for a next generation console, Clockwork Knight is fantastic.
88%

Clockwork Knight 2
Sega
£44.99

A visually impressive title, but why couldn't both games have been included on one CD.
82%

d

D's Dining Table
Acclaim
£69.99 (import)

Most intriguing, Mr Holmes, but a little shallow in the gameplay department. Yes, even I, Dr Watson, could solve these puzzles!
79%

Dark Legions
Data East
£69.99 (import)

Dark Legions triumphs as a perfect arcade conversion that features just the right amount of action, speed and special moves.
82%

Daytona USA
Sega
£44.99

Graphically, it's not perfect, but with dentable cars and more tracks, next to Panzer, this is the best game on the Saturn. Just stop that singing!
94%

Deadalus
Sega
£44.99

Deadalus has a pretty rendered intro and smart cut-sequences. There's also a good blast-em-up in here, but there's far too much dull key chasing.
79%

Digital Pinball
Kaze
£65 (import)

Hardly ground-breaking stuff for a next generation console. Don't waste your money, even if you are a pinball freak.
52%

f

F1 Live Information
Sega
£59.99 (import)

The first Formula One racing sim to arrive on the Saturn and it's given Virtua Racing a tough standard to maintain.
90%

g

Gran Chaser
Sega
£64.99

A new twist on the old racing theme, but poor controls and dodgy visuals let Gran Chaser down.72%

Greatest Nine
Sega
£65 (import)

Baseball's never been so boring. The computer world's version of getting socks for Christmas!
69%

h

Hang-on '95
Sega
£59.99 (import)

A mediocre racing game that has nothing to shout about. Racing fans after high-speed thrills and spills are best sticking with Sega Rally.
79%

Hebereke's Popoitto
Sunsoft
£39.99

It may look and sound rather kooky and weird, but underneath all the strangeness lies one of the most addictive puzzle games ever!
84%

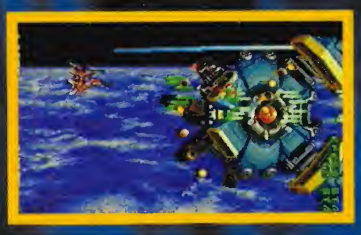
Hi-Octane
Electronic Arts
£44.99

A decent enough conversion of the PC game, but somwhat lacking in real high-speed thrills, or Saturn enhancements.
79%

l

Layer Section
Taito
£59.99 (import)

A classic arcade shoot-em-up that's addictive, but has nothing special in looks and sound effects.
77%



m

Myst
Sunsoft
£39.99

Not bad. Not bad at all! Well worth considering if you're into adventure games. You could cut the atmosphere in this with a knife.
67%

p

Panzer Dragoon
Sega
£41.99

This is the best Saturn game yet. Its difficulty level is pitched just right, making it a perfect challenge for shooting fans everywhere.
94%

Pebble Beach Golf
Sega
£44.99

It may have all the necessary touches to make it a 'nice' golf game, but it's not worth the price tag. Hire some golf clubs and do it for real.
67%

Pretty Fighter X
Imagineer
£69.99 (import)

Decidedly dodgy second-rate Saturn software. There's no indication that this is a next generation title. Avoid it!
35%

A-Z

R

Race Drivin'
Time Warner Interactive
£59.99 (import)

Why, oh why have they bothered converting this? It's as good as one-legged man in a butt-kicking contest!
03%

Romance of the Three Kingdoms IV
Atlas
£59.99 (import)

This requires a good deal of strategic thinking and it has a huge challenge, but it soon induces boredom and isn't that exciting.
59%

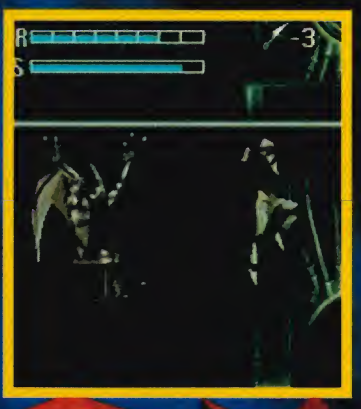
S

Sega International Victory Goal
Sega
£44.99

The graphics may impress you when you play it in the shop, but once you've got it home and given it a good thrashing, one fundamental flaw arises, it plays worse than running around a field in a pair of wet socks.
71%

Shin Shinobi Den
Sega
£49.99

Unfortunately, Shin Shinobi Den falls just short of being a classic Saturn platformer. Let's hope that Sega take a few more risks with the sequel.
81%



Shining Wisdom
Sega
£69.99

A simple looking title that's packed to the brim with unique characters, fantasy settings and hours of top gameplay.
88%

Side Pocket
Data East
£89.99 (import)

Balls! Even worse than the Mega Drive version. You know it should be a really impressive conversion - but it just isn't.
21%

Slam Dunk
Bandai
£69.99 (import)

Not too bad, as basketball games go, but Slam Dunk suffers from excessive use of different camera angles. Stick with NBA Jam!
55%

Street Fighter: The Movie
Capcom
£39.99

The Saturn gains yet another beat-em-up, but Capcom need a few new ideas. Nevertheless, a decent conversion folks!
88%

T

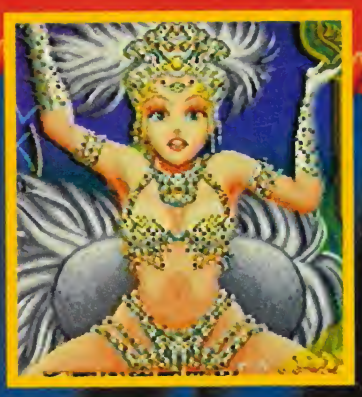
Theme Park
Bullfrog
£44.95

If you've ever fancied yourself as the Richard Branson-type, then fancy no longer! Just as good as the PC version, if not better.
92%

U

Ultimate Parodius
Sega
£44.99

It may be full of bright ideas, but the gameplay is a real let-down. The Saturn can do better!
63%



V

Vitory Boxing
JVC
£39.99

Virtual Boxing combines realism with utterly addictive gameplay and it gets better and better the more you battle away. A real knockout!
90%

Virtua Fighter
Sega
Free (with the console)

This is one of the most amazing and impressive beat-em-ups seen on any console.
95%

Virtua Fighter Remix
Sega
£29.99

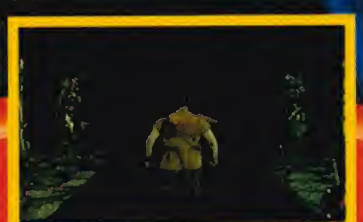
In terms of gameplay this isn't radically different from the first game, but it is graphically stunning and instantly playable.
92%

Virtua Fighter 2
Sega
£49.99

Simply, the most impressive beat-em-up on the Saturn, or any other machine for that matter. An essential purchase.
94%

Virtual Hydlide
Sega
£44.99

It's a monday. It's raining outside. I feel terrible. This game IS terrible. I hate it. Don't buy it kids!
64%



Virtual Open Tennis
Imagineer
£59.99 (import)

Another great sports game for the Saturn. It recreates well, but does have its flaws.
75%

Virtual Volleyball
Imagineer
£69.99 (import)

This had the potential to be a top quality sports simulation, but bad programming and awful looking players make you want to switch off immediately.
39%

W

Worms
Team 17
£44.99

Worms is practically faultless, combining loads of options with utterly addictive gameplay. A must buy for the Saturn!
93%

Look Back in Joy!

So, there you have it! A comprehensive guide to what's hot and what's not on the Saturn - and, looking back, it's reassuring to see most of it's scorching!

Not only have Sega delivered an outstanding machine, they've got the software to back it up. Virtua Fighter, Daytona and Panzer Dragoon being just a few of the highlights we've seen since the summer. So, thanks Sega for a great '95 and here's hoping '96 is just as mind-blowing!

SEGA SATURN™

Review ● EA ● £44.95 ● Out Now

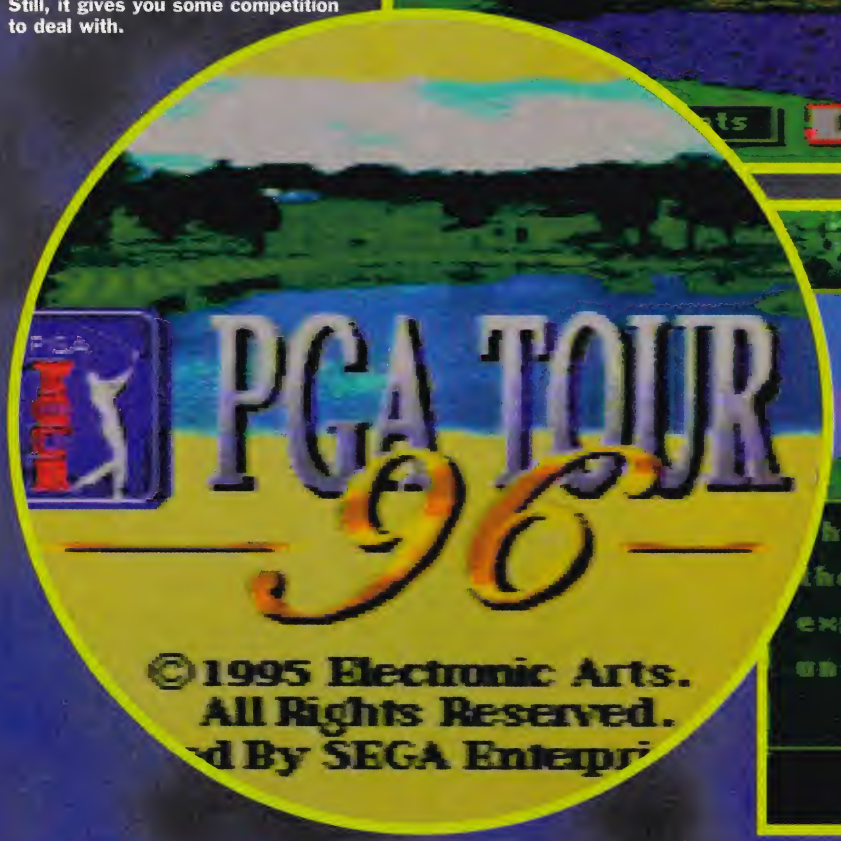
PGA Tour '96

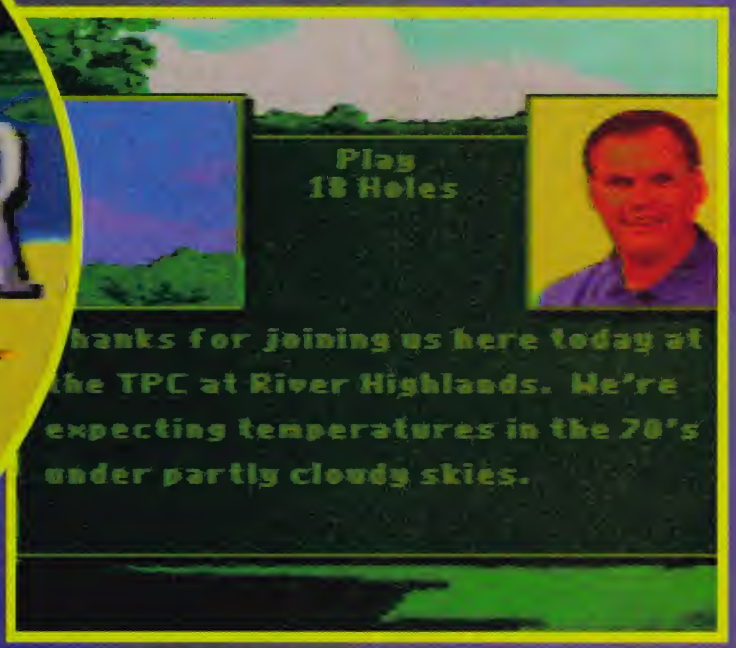
After the huge success of their original golfing masterpiece, the lads from EA are back with more club-thrashing antics in *PGA Tour '96*. If it can live up to the reputation of its predecessor, hopefully even surpass it (after all, surely that's the whole point of sequels), then we could be in for one helluva game.

● Tom steps up to the tee and lines up his drive. The computer players are a bit too good at this game. Still, it gives you some competition to deal with.

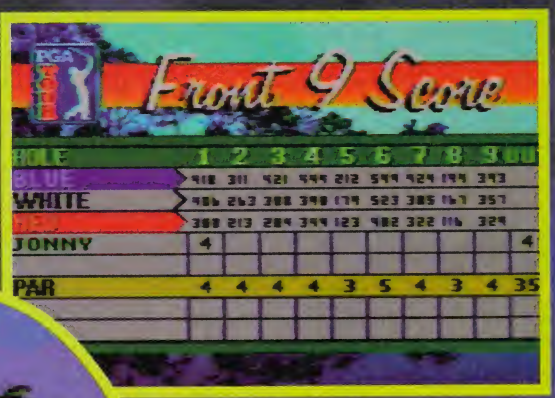
People who've never played golf criticise it for being boring and erm, well, just boring I suppose. They criticise its players for being dull as well, but I play it and I'm certainly not boring. Oh, okay, maybe just a little bit, but I can take it on the chin. So what if I don't have a life? Each to his own, I say.

Those of you familiar with EA's original golfing sim will immediately feel at home with *PGA Tour '96*. Although some of the cosmetics have changed, the games are essentially the same. There's the usual wealth of options; from tournaments played





● The courses are very detailed, but it takes the program an age to draw them once you've played a shot. The animation of the actual players is also a little bit sloppy.



over 72 holes for one bumper pay-cheque, to Skins where you take on up to three other players over 18 cash-laden holes. There's also a unique practice facility where you can hone all your skills and practice all your golfing anecdotes perchance you meet up with Brucey, Tarbuck and Co.

PGA Tour '96 also offers three of nastiest courses to thrash around upon, each one recreated in fantastic detail. Whilst this makes the game look gorgeous, it adds little to the game in terms of gameplay. In fact it detracts from it because the landscapes take so long to generate after each shot. Surely the whole point of carts is that they're meant to be instantaneous! Whilst things aren't quite as bad as 'please wait ... loading', the game is significantly and frustratingly slowed down each time the ball's hit.

There's also a unique practice facility.

Apart from that one major gripe though, *PGA Tour '96* is every little bit as good as the first (and still best) PGA outing. So, if you're a fellow golfing fan, then EA Sports have come up with a game that shouldn't just belong in your collection, it should proudly sit at the top of it, looking down its nose at everything else.

No other golfing sim in the history of humanity comes close to matching *PGA* for playability. Okay, so

● I managed to par a hole! Wonders will never cease! *PGA* takes a lot of practice before you can even get a chance for a birdie, let alone hole one.

● The swing meter has seen many changes over the years. EA have now gone for a Microprose style one that is pretty easy to use.

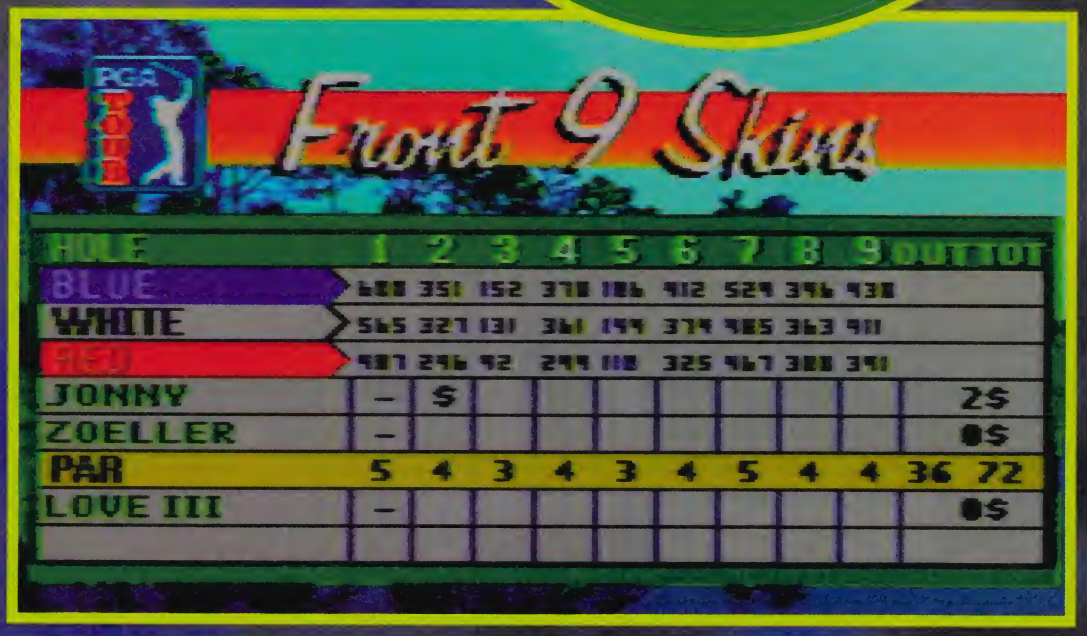
● I know i hit the ball, but where in the hell did it go? Maybe it's in that bunker on the horizon. That would be just perfect for a little chip.

● The key to playing Golf well is in your swing. If you don't keep your head down, use your legs to power the club through and (most importantly) hit the ball, then you're going to look pretty stupid the next time you play in a major tournament!

some of those flashy 'picture perfect' games look better, but they're like playing golf with nothing but a putter; *PGA* is like playing with John Daley's favourite driver.

So all of you golfing fans who have been afraid to come out of the dark after years of abuse from past reviewers, come out of the closet. Admit your addiction, put on your best cheque trousers (if you want to) and have a party, because PGA Tour '96 is here!

● **Jon Evans**



Prosoore 88

Another great game from EA that falls short of classic status due to the slow landscape generation

Sega Pro

Virtua Fighter 2 Guide

Who needs a 'Games Animal' when Dino is around? He's been hard at it for the past few weeks compiling this special 16-page pull-out guide to the best beat-'em-up on the Saturn so far. Everything you could possibly want to know about the game is in here - he's even discovered how to access the secret character! Read on and enjoy...

FREE 15 PAGE GUIDE TO VIRTUA FIGHTER 2

Playing Tips

INTRO

Everyone remembers the first Virtua Fighter when it hit the arcades. It was a new ear in beat-'em-ups and spawned a whole host of clones, but none of them have ever managed to match the playability of the original game. IT received a slightly luke-warm reception when it was released onto the Saturn, but things looked better when VF Remix was released. Sporting better graphics and tweaked gameplay, VF Remix finally gained the seal of approval from Saturn owners all over the world and embedded it firmly in video game hall of fame.

That was until VF2 was released in Japan earlier this month. VF2 is a direct conversion of the arcade game; right down to the music and backgrounds. Nothing has been left out in VF2, and if you've never played it in the arcades, then you don't know what you're missing. This guide is split into two parts. The first deals with moves that are common to more or less every character in the game, while the second part provides a complete move and strategy guide for each player in the game. There are also some cheats for you to try, but the best of these must be the one that enables you to access the hidden character; Dural. This silver (or gold, if you use another cheat!) figure combines the best bits of every character into one awesome fighting machine.

Terminology used in Move Profiles

For Forward
Move joypad towards your opponent

Back Backward
Move joypad away from your opponent

Down
Down Moving the joypad towards you.

Up
Up Moving the joypad away from you

D
Defend Tap the Defend button

P
Punch Tap the Punch button

K
Kick Tap the Kick button

All
Press all 3 buttons together

+ And Down+Kick
(tap Down & Kick as one)

lower case
Tap Quickly tap the joypad - do not hold

NO.	TIME	NAME	VER.	TOTAL BONUS
1	00'00"00		2.0	
2	00'00"00		2.0	
3	00'00"00		2.0	
4	00'00"00		2.0	
5	00'00"00		2.0	
6	00'00"00		2.0	

UPPER CASE
Hold Hold the joypad briefly. eg BACK

Diagonal direction
For/Up (a jump forward)

Jump
Jumping Direction
Either Up/For, Up or Up/Back [ ] Optional Move will work fine without [ ] part, but there is more to the move you can do

SCR
Semi-circle roll
Joypad is rolled half a circle like a "U" and not the other way round ie Back, SCR, For means joypad is pushed back with a half roll to forward

QCR
Quarter circle roll
Joypad is rolled quarter of a circle!

LEVEL KEY

H
High-level
High level attack

Move affects standing non-defenders. Block high or low to defend. In the counter-attacks section, move counters high-level attacks. In the throws section, move affects standing opponents only.

M
Mid-level
Mid-level attack

Move affects squatting opponents and non-defenders but not low-level attackers - Block high to defend In counter-attacks section, move counters mid-level attacks.

L
Low-level
Low level attack

Move affects standing opponents and squatting non-defenders - Block low to defend. In counter-attacks section, move counters low level attacks. In throws section, move affects low or squatting opponents

G
Ground level
Ground-level attack

Move affects fallen opponents only

B
Behind
Only in the throws section

Move can only be executed if standing or squatting opponent has his/her back facing you

GENERAL MOVES

The following moves are applicable to every character int he game, and therefore must be mastered before you can move onto the more complicated moves and

combos. Especially important are the rising moves (punches and kicks that are performed when you get up from the ground). If you cannot get to grips with these, you are leaving yourself open to a secondary attack that will put you flat on your back yet again.

THE BUTTONS

While standing **PUNCH**
Steps forward with a punch (Repeat for multiple punches)

KICK
A kick to the head (Not too powerful or effective)

DEFEND
Blocks your opponents' high level and jumping attacks
You take no damage from such attacks. Low attacks do damage
You are still pushed backwards

While squatting **PUNCH** Low punch; hits standing defenders
Stays in one place; quite weak and ineffective
Good for stopping incoming high attacks

KICK
Low snap kick to the leg; very weak. Hits standing Longer reach than a low punch, but slower
Good for stopping incoming high attacks
Good for setting up combos and power attacks
Able to stop low attacks if executed in time
Able to push opponents back
If your character does not have a back/down+K or down+K
special move or combo, these are alternative ways
to execute a low kick.

DEFEND
Defends against all low attacks
Ducks under many standing attacks
Most jumping/hopping and mid-level attacks hit
Some moves may still push you back
NOTE: defense doesn't work for attacks from behind

Hopping attacks

CONTROL MOTIONS
LEVEL
DESCRIPTION/COMMENTS

jump, P - Hopping Hammer (Tap P while ascending)

jump, P - Hopping Jab (Tap P while descending)

jump, K - Hop kick (Tap K while ascending)

Jumping attacks

CONTROL MOTIONS
LEVEL
DESCRIPTION/COMMENTS

JUMP, FOR + P - Distance Jumping Hammer (Hold forward and tap P before reaching apex of jump)

JUMP, K M Take-off jump kick (Tap K while ascending)

JUMP, K M Landing kick (Tap K while descending)

JUMP, FOR + K M
Distance drop kick to the front (Hold forward and tap K before apex of jump)

JUMP, BACK + K M
Distance drop kick to the back (Hold back and tap K before apex of jump)

Movement

CONTROL MOTIONS
LEVEL
DESCRIPTION/COMMENTS

for, for - Quickly step forwards

back, back - Quickly step backwards

for, FOR - Run forwards

FOR - Inch forward slowly

BACK - Inch backward slowly

DOWN/FOR -Inch forward low

BACK/DOWN - Inch backward low

Turning around with attacks

CONTROL MOTIONS
LEVEL
DESCRIPTION/COMMENTS

P
H
Turn around to face opponent with punch
K

H
Turn around to face opponent with kick
down + P
L
Turn around to face opponent with a low punch

down + K
L
Turn around to face opponent with a low kick

Moves essential!!

CONTROL MOTIONS
LEVEL
DESCRIPTION/COMMENTS

K
M
Rising heel kick
Only when head is not towards opponent

K
M
Rear kick
Only when head is towards opponent

DOWN+K
L
Rising sweep

D, K
M Roll and rise with heel kick

D, DOWN+K
L Roll and rise with sweep

BACK O
Roll away

BACK, K
M
Roll away with mule kick

BACK, DOWN+K
L
Roll away with sweep

BACK, FOR + K
M
Pai, Lau, Sarah, Jack, Akira

Roll away with rising heel kick. Wolf, Jeffry, Lion, Kage - Roll away then counter roll with heel slam. Shun - Roll away then counter flip with toe slam

UP
O
Handspring

up + P
G
Low fast pounce

UP + P
G
Slow but high and heavy

pounce
down/for + K
M
Side kick AKA mid - kick

Saturn

Playing Tips

Akira

Date of birth.23th September 1968
Sex:.....Male
Blood type:.....O
Height:.....1.80 m
Weight:.....79 kg
Job:.....Kung Fu teacher
Hobby:.....Kung Fu
Nationality:.....Japan
Fighting style:.....Hakkyokuken Eight Poles Fist

Akira is the only person to whom the ultimate martial art of Hakkyoku-ken has been handed down. Realizing that in the first VF tournament he lacked vital experience, Akira is now testing the results of the last year's training and practice. During the last Tournament, Akira was a bit to "enthusiastic" and his attitude was met with much disapproval amongst the other fighters. He was humiliated by Kage and bears a grudge against him and intends to have his revenge in the second tournament.

STRATEGY

Akira's main strength is in his special and close range moves. His special moves are so quick that many time, the computer cannot react quickly enough to block them (humans even less so!). Playing Akira means that you have adopt a very aggressive approach. The increased speed in VF2 means that many of his standard moves come out a lot faster than they should so and it is now quite possible to do five 'Dashing Elbow' attacks and force your opponent out of the ring before they even know what's hit them.!

Akira's close-range moves are more deceptive than powerful. Only a few of them (the pull in, throw out; and close-in ram) can knock an opponent down. The rest of his close-range moves open up opponents and allow you to deliver the more punishing attacks and combos without the need to worry if your opponent is going to block them.

If there's one move that any VF2 player fears, then it's Akira's 'Dashing Palm'. It will knock down a standing non-defender or send a squatting non-defender sliding across the ring on their posterior. If the latter happens, rush forward and throw your opponent using the 'Close-In Ram' move for a devastating combo that will leave your friends slack-jawed!

Akira's main weakness is that it takes him quite a while (in VF2 terms) to recover from some of his attacks. The 'Dashing Body Check' is the slowest in its recovery and exposes Akira's back to the opponent momentarily. However, he has his counter-attacks to make up for this. These counter-attacks have to be mastered if you're going to be able to defend Akira from sneaky attacks from low-life players (be they human or computer controlled).

Most hardened Akira fighters consider the 'Stun Palm/Backwards Uppercut/Double Palm' combo as the most desired move to master. This combo's first two moves are quite simple to execute. However, the last palm move can be done while holding down/for from the backwards uppercut momentarily, followed quickly by back+P or for+P. The actual full motion of this KO combo is:

All, back, down/for+P+K, (back/down or down or down/for), (back or for)+P If you can master this move, then Akira becomes almost unstoppable! The rest of his combos work equally well (given the practise), but they can be a little hard to execute because of his speed and agility. Stick with it and you'll reap the rewards.

Special Moves & Combos

1 CONTROL MOTIONS
2 LEVEL
3 DESCRIPTION/COMMENTS

1 P, P
2 *HM*
3 Punch and body blow

1.P, K
2.*HH*
3.Punch - kick combo

1.for, for+K, [K]
2.*MM*
3.Jumping kick[s]

1.for, for+P
2.*M*
3.Dashing elbow strike

1.for, for, for+P
2.*M*
3.Dashing elbow strike

1.DOWN, for+P
2.*n*
3.Dashing palm strike

1.DOWN, back, for+P
2.*M*
3.Double palm strike

1.for+P
2.*M*
3.Elbow strike

1.back, for, for+P+Kn
3.Dashing body check

1.down/for, down/for+P
2.M
3.Power uppercut

1.down/for+P
2.G
3.Hit opponent on ground

Counter-attacks

1.CONTROL MOTIONS
2.*LEVEL*
3.DESCRIPTION/COMMENTS

1.D, back+P
2.*H*
3.Counters high-level attacks

1.D, back/down+P
2.M
3.Counters mid-level attacks

1.D, down+P
2.*L*
3.Counters low-level attacks

Throws and close range moves

1.CONTROL MOTIONS
2.*LEVEL*
3.DESCRIPTION/COMMENTS

1.P+D
2.*H*
3.Trip and 2 punches

1.All
2.*H*
3.Stun palm

1.All, back, down/for +P+K,
2.back+P H
3.Stun palm of Doom

1.back/down+P+D
2.*H*
3.Surprise exchange

1.for+P+D
2.*H*
3.Break stance

1.back+P+D
2.*H*
3.Shake `em up

1.down+P+D
2.*H*
3.Shake 'em up harder

1.for, back, for+P+K2.*H*
3.Close-in ram

1.back/down, for+P2.*H*
3.Pull in-push out

1.back/down, for+P+K
2.*H*
3.Backwards uppercut

1.back, down+P+D
2.*H*
3.Stumbling throw

Pai Chan

Date of birth:..17th May 1975
Sex:.....Female
Blood type:.....O
Height:.....1.66 m
Weight:.....49 kg
Job:.....Action star
Hobby:.....Dancing
Nationality:.....Hong Kong
Fightingstyle:.Ensei-ken/White Crane Fist

Pai wasn't too successful in the first VF tournament. She entered it to test her skills that she acquired from being an Action Movie star in Hong Kong. She showed promise, but a lot of work was needed before she was ready for the second tournament.

During the past year, she has trained hard with some of the best masters she could find and has even incorporated some of her own moves and attacks that only she can perform. Yet again, however, her father is in the tournament as well. She is determined to beat him this time, as her father has forsaken his family (including Pai) to follow his own ideals. She is still very bitter about her father, and only victory will calm the rage that burns inside her.

STRATEGY

Pai has one main strength; her ability to parry attacks with fluent ease. Her speed and fluidity can be used to turn a desperate situation into a winning one with enough practise and some nifty special moves, although any character sticking to a squating-defend position will cause her a little bit of trouble. These pesky people can be easily dealt with using either her 'Downward Slap' or 'Scissor Kick'.

Her combos are on par with Akira's for speed, but they leave her wide open to throws if they fail to connect. Believe me, nobody in the right mind would want to punch or kick Pai!

Her back+P counter-attack is now more versatile and can grab a variety of attacks. Playing her is exactly the opposite of Akira. You need to use pure defense tactics if you want to get anywhere. Her throws can be executed in a blink of an eye and are most useful when an unsuspecting opponent runs up to you hoping to land a close combo on her pretty little face!. Also, her punches are fast enough to counter any would-be throwers.

For those of you who think defense is for the Government, then a slightly more aggressive Pai may be more to your liking. Use downward slaps combined with sweep or side kicks to open up an opponent. Follow up the move with a few running punches if your opponent if 'floated' in the air and then a sweep combo or Crescent kick for a massive round of applause from your friends and a KO'd opponent!

All in all, concentrate on

defense. Only use her combos to retaliate throwers. Throw all those dumbfounded defenders afraid of attacking her. Above all, set up your "stings". Her falling DDT and stomach throw can be used to Ring Out many passive attackers.

Special Moves & Combos

1.CONTROL MOTIONS
2.*LEVEL*
3.DESCRIPTION/COMMENTS

1.P, P, [P]
2.*HHH*
3.Running punches

1.P, K
2.*HH*
3.Punch and heel kick

1.P, K+D
2.*HH*
3.Punch and crescent

1.P, DOWN+K+D
2.*HL*
3.Punch and sweep

1.P, P, K
2.*HH*
3.2 punches and heel kick

1.P, P, P, K
2.*HHHH*
3.3 punches and crescent

1.P, P, P, back+K
2.*HHHM*
3.3 punches and backward

1.P, P, P, DOWN+K
2.*HHHL*
3.3 punches and sweep

1.back/down+P, [P, P]
2.*HHH*
3.Dodging punch

1.back/down+P, K
2.*HH*
3.Dodging punch-kick combo

1.back/down+P, K+D
2.*HH*
3.Dodging punch and crescent

1.back/down+P, DOWN+K+D
2.*HL*
3.Dodging punch and sweep

1.back/down+P, P, K
2.*HH*
3.Dodging punch, punch and straight kick

1.back/down+P, P, P, K
2.*HHHH*
3.Dodging punch, 2 punches and crescent kick

1.back/down+P, P, P,back+K
2.*HHHH*
3.Dodging punch,2 punches and backward kickflip

1.back/down+P,P, P,DOWN+K
2.*HHHL*
3.Dodge and punch, 2 punches and sweep

1.DOWN release+K
2.*M*
3.Rising heel kick

1.D+K
2.*H*
3.Crescent kick

1.back+D+K
2.*H*
3.Reverse crescent kick

1.back/up+K
2.*M*
3.Backward kickflip

1.back/up
2.*M*
3.Backflip

1.for, for+K
2.*H*
3.High lunging leg thrust

1.down/for+P
2.*M*
3.Downward chop

1.for+K
2.*M*
3.Snap kick

1.up/for+K, [K]
2.*MM*
3.Jumping scissors kick[s]

1.back, back+P
2.*H*
3.Jabbing footwork

1.down/for+P
2.*G*
3.Punch fallen opponent on the ground

Counter-attacks

1.CONTROL MOTIONS
2.*LEVEL*
3.DESCRIPTION/COMMENTS

1.back+P
2.*H*
3.Grab and throw

1.back/down+P
2.*M*
3.Grab and throw

Throws and close range move

1.CONTROL MOTIONS
2.*LEVEL*
3.DESCRIPTION/COMMENTS

1.P+D
2.*H*
3.Wrist twist

1.for, down+P
2.*H*
3.Falling DDT

1.back, down+P+D
2.*H*
3.Stomach throw

1.for, for+P+K
2.*H*
3.Reaping throw and punch

1.back, for+P
2.*H*
3.Pushover

1.for+All
2.*L*
3.Cartwheel over low opponent

Saturn

Playing Tips

Lau Chan

Date of birth:.....2nd October 1940
Sex :.....Male
Blood type:.....B
Height:.....1.72 m
Weight:.....77 kg
Job:.....Instructor
Hobby:.....Chinese poem
Nationality:.....Chinese
Fighting style:..Koen-ken/Tiger and Swallow System

Lau comes from Northern China, and was the undisputed winner of the last tournament. To say this made him happy is like saying that the Pope is religious! His Martial Arts school was looking to him to take over their pupils, but posted victory at the first VF tournament as a qualification needed. Without it, Lau would never be a teacher; something that he wanted very badly indeed.

After the First Tournament, he retreated to the mountains to train and develop new techniques to improve his ultimate martial art. He is taking part in the second World Fighting Tournament using advanced Koen-ken techniques that have been honed over the past year, and is now even more deadly than before.

STRATEGY

Lau has the speed and the power to install fear into any opponent. The secret to wining with him is to play deceptively; mix up your attacks with a combination of high, low and special moves to really confuse your opponent. His Knife Hand and Lifting Palm moves should be used as the starting point of every combo that Lau executes. If it doesn't connect, your opponent will be too well guarded to make the combo effective.

With this speed, you may think getting all these moves in is good enough. Sadly, this is not the case. Lau's strength is in his punches. If you have have Akira, Pai, Kage or Wolf opposing you be prepared for a difficult win as these characters possess counter-attack moves that Lau is very susceptible to. One throw or counter-attack will end your assault and leave you with a large chunk taken out of your energy bar.

This is where his throws come in and his sideways throw is the most useful of the lot. One sideways throw leaves Lau standing and ready to deliver another killer punch - try a dashing knife hand to really sock it to 'em. If you need further damage, carry on with his punches, or use the stomp attack if they're already on the ground.

To play with Lau is to play with caution. Learn to do his combos at the opportune time but don't forget his basic moves.

Special moves and combos

1.CONTROL MOTIONS
2.*LEVEL*
3.DESCRIPTION/COMMENTS

1.P, P, [P]
2.*HHH*
3.Running punches

1.P, K
2.*HH*
3.Punch and heel kick

1.P, K+D
2.*HH*
3.Punch and crescent

1.P, DOWN+K+D
2.HL
3.Punch and sweep

1.P, P, K
2.*HH*
3.2 punches and straight kick

1.P, P, P, K
2.*HHHH*
3.3 punches and crescent

1.P, P, P, back+K
2.*HHHM*
3.3 punches and backward kickflip

1.P, P, P, DOWN+K
2.*HHHL*
3.3 punches and sweep

1.back/down+P, [P, P]
2.*HHH*
3.Forearm strike, [running punches]

1.back/down+P, K
2.*HH*
3.Forearm strike and heel kick

1.back/down+P, K+D
2.*HH*
3.Forearm strike and crescent

1.back/down+P, DOWN+K+D
2.*HL*
3.Forearm strike and sweep

1.back/down+P, P, K
2.*HH*
3.Forearm strike, punch and straight kick

1.back/down+P, P, P, K
2.*HHHH*
3.Forearm strike, 2 punches and crescent

1.back/down+P, P, P, back+K
2.*HHHM*
3.Forearm strike, 2 punches and backward kickflip

1.back/down+P, P, P, DOWN+K
2.*HHHL*
3.Forearm strike, 2 punches and sweep

1.DOWN/FOR+P, [P, P]
2.*HHH*
3.Lifting palm, [running punches]

1.DOWN/FOR+P, K+D
2.*HH*
3.Lifting palm and crescent

1.DOWN/FOR+P, b+K+D
2.*HL*
3.Lifting palm and sweep

1.DOWN/FOR+P, P, P, K
2.*HHHH*
3.Lifting palm, 2 punch and heel kick

1.DOWN/FOR+P, P, P, P,K
2.*HHHHH*
3Liftingpalm punchesand crescent kick

1.DOWN/FOR+P, P, P, P, back+K
2.*HHHHM*
3.Lifting palm, 3 punches and backward kickflip

1.DOWN/FOR+P, P, P, P, DOWN+K
2.*HHHHL*
3.Lifting palm, 3 punches and sweep

1.down/for+P, [P], [P]
2.*MHH*
3.Knifehand

1.down/for+P, P, K
2.*MH*
3.Knife hand, punch and straight kick

1.down/for+P, P, P, K
2.*MHHH*
3.Knife hand, 2 punches and crescent

1.down/for+P, P, P, back+K
2.*MHHM*
3.Knife hand, 2 punches and backward kickflip

1.down/for+P, P, P, DOWN+K
2.*MHHL*
3.Knife hand, 2 punches and sweep

Wolf Hawkfield

1.DOWN release+K
2.M
3.Rising heel kick

1.D+K
2.H
3.Crescent kick

1.DOWN+K+D
2.L
3.Sweep

1.down/for, down/for+P
2.M
3.Dashing knife hand

1.up/for+K
2.M
3.Forward cartwheel kick

1.up/for+K+D
2.M
3.Short jump kick

1.back/up+K
2.M
3.Backward kickflip

1.back/up 2.O
3.Backflip

1.for+P
2.M
3.Elbow strike

1.for+K
2.M
3.Snap kick

f1.or, down+K
2.L
3.Sliding attack

1.down/for+K
2.G
3.Stamp foot on fallen opponent

Lau's throws and close range moves

1CONTROL MOTIONS
2.LEVEL
3.DESCRIPTION/COMMENTS

1.P+D
2.H
3.Waterwheel drop

1.back+P
2.H
3.Piggyback drop

1.back, for+P
2.H
3.Head slam

1.back, down+P+D
2.H
3.Sideways throw

Date of birth:.....8th Febuary 1966
Sex:.....Male
Blood type:.....O
Height:.....1.81 m
Weight:.....110 kg
Job:.....Wrestler
Hobby:.....Karaoke
Nationality:.....Canada
Fighting style:.....Professional wrestling

Wolf, while not singing his heart out or wrestling, has been practising hard for the past year. He has his defeat at the hands of Akira to make up for, and this time he is determined to succeed. Is strength has increased through rigourous body building and weight training, and his wrestling skills have been honed in a series of competitions in both the US and Canada.

STRATEGY

To play Wolf well, you really need to be a throw master. His Backfall Suplex is one of the most devastating moves in the game, but can land you in a lot of trouble if it fails to connect. His jumping attacks are also deadly, but his uppercuts are too slow to be taken seriously, even if they do a massive amount of damage.

Many of his moves use similar motions to his throws. Use this to your advantage. The upward two-hand slap has almost the same motion for the twirl and hurl. At close range you may get a twirl and hurl but at longer range, you have an attack that has a very good reach and surprise almost any computer controlled character. At mid-range, his side kick is the most useful attack in his repertoire. More powerful than the uppercuts, it always knocks down opponents, no matter what they're doing at the time. At close range, his knee is good for lifting opponents into the air. If followed by an uppercut and running punches, it will push your opponent far back enough to facilitate a punch combo and ring-out win.

Special moves and combos

1.CONTROL MOTIONS
2.LEVEL
3.DESCRIPTION/COMMENT

1.P, P, [P]
2.HHM
3.Running punches, uppercut

1.P, P, for+P
2.HHH
3.Running punches with high elbow strike

1.P, K
2.HH
3.Punch-kick combo

1.for+K
2.M
3.Knee

1.down/for+P
2.M
3.Uppercut

1.DOWN/FOR+P
2.M
3.Uppercut from low position

1.for, for+P
2.L
3.Running clothesline

1.back, for+P
3.Dashing shoulder ram
1.back+P
2.H
3.Backhand slap

1.K+D
2.H
3.Scissors kick

1.back, for+K+D
2.M
3.Somersault heel smash

1.for+K+D
2.H
3.Roundhouse kick

1.for, for+K+D
2.H
3.Flying knee attack

1.up/for+K
2.M
3.Drop kick

1.for+P
2.M
3.Body blow

1.back+P+K
2.M
3.Drop elbow

1.for, down+K
2.L
3.Sliding attack

1.DOWN, for+P
2.M
3.Two hand upward slap

1.down/for+P
2.G
3.Elbow drop fallen opponent

1.back/up+K
G2.
3.Back body splash

Counter-attacks

1.CONTROL MOTIONS
2.LEVEL
3.DESCRIPTION/COMMENT

1.back/down+P
2.M
3.Grab side kicks

Throws and close range moves

1.CONTROL MOTIONS
2.LEVEL
3.DESCRIPTION/COMMENT

1.P+D
2.H
3.Backfall suplex

1.P+D
2.B
3.German suplex

1.for+P
2.H
3.Body slam

1.back, SCR, for+P
2.H
3.Twirl and hurl

1.down/for, down/for+P+K
2.H
3.Ghostbuster

1.up/for+K+D
2.H
3.Frankensteiner

1.back/down+All
2.L
3.Double arm suplex

1.down/for+All
2.L
3.Tombstone

1.down+P+D
2.L
3.Torso takedown

1.All
2.B
3.Variation German suplex

Saturn

Playing Tips

Jeffry McWild

Date of birth:....20th Febuary 1957
Sex:.....Male
Blood type:.....A
Height:.....1.83 m
Weight:.....111 kg
Job:.....Fisherman
Hobby:.....Reggae music
Nationality:.....Australia
Fighting style:.....Pancractium

Jeffry is a bit of a special case. He mastered the art of Pancratium (Yes, it is a real fighting style and not a painful operation!) all on his own. A fisherman by trade, he has entered the VF tournaments to try and win the prize money as his last fishing boat was destroyed by a Shark. He didn't do too well last time, but is 100% better having gained some valuable lessons from a Master during the past year.

STRATEGY

Much of the tips that have been given for Wolf apply to Jeffry. His is a lot faster than Wolf, but his recovery rate from attacks is just as slow, so you must be a bit of a deft-hand on the defend button.

One of his most pleasing (and painful) moves is his Flying Butt Attack. This has a massive range (it can score a hit from almost a screen-length) and also humiliates any opponent into the bargain.

The best throw he has is the Backbreaker. Though the control motions look complicated, it is actually much easier to do than many of his other, less effective throws. The added bonus is that if you fail to throw your opponent using this move, the control motions are sufficiently similar to sometimes activate the Butt Attack by accident. Either way, your opponent is history.

Don't forget his powerful uppercuts. They are usually neglected because in the first VF game (especially the Arcade version), they were far too slow to be of any use. Just keep the pressure on your opponent and victory will be yours.

Special moves and combos

1.CONTROL MOTIONS	2.LEVEL	3.DESCRIPTION/COMMENTS
1.P, P, [P]	2.*HHM*	3.Running punches, [uppercut]
1.P, K	2.*HH*	3.Punch-kick combo
1.down+P+K	2.*H*	3.Dodging side jab
1.down/for+P, [P]	2.*MM*	3.Uppercut[s]
1.DOWN/FOR+P	2.*M*	3.Uppercut from low position
1.down+K, [P]	2.*M*	3.Toe kick, [hammer]
1.down+K, DOWN, for+All	QCR, 2.*M*	3.Toe kick of doom
1.for+P	2.*M*	3.Elbow strike
1.for+P, back+P	2.*M*	3.Elbow-hammer combo
1.for, for+P, [P]	2.*MM*	3.Dashing low elbow, uppercut
1.for, for+K	2.*M*	3.Frontal foot thrust
1.for, down+K	2.*M*	3.Heel axe
1.for+K	2.*M*	3.Knee
1.back, for+P	2.*M*	3.Drop elbow
1.back, down/for+P	2.*M*	3.Lunging drop elbow
1.for+P+K	2.*H*	3.Head butt
1.back/down, for+P+K	2.*M*	3.Thrusting head butt
1.All	2.*M*	3.Flying butt attack
1.down/for+K	2.*G*	3.Foot stomp

Throws and close range moves

1.CONTROL MOTIONS	2.LEVEL	3.DESCRIPTION/COMMENTS
1.P+D	2.*H*	3.Fireman's carry
1.P+D	2.*B*	3.Backbreaker
1.for+P	2.*H*	3.Power slam
1.back+P+D	2.*H*	3.Body press
1.down/for, down/for+P+K	2.*H*	3.Crucifix piledriver
1.back, for+P+K, for+P+K, for+P+K	2.*H*	3.Triple head butts
1.back, for, for+All	2.*H*	3.Backbreaker
1.down+P	2.*L*	3.Face grab AKA Iron claw
1.DOWN, for+K	2.*L*	3.Triple knee bash
1.for/down+All	2.*L*	3.Powerbomb

KageMaru

Date of birth:...6th June 1971
Sex:.....Male
Blood type:.....B
Height:.....1.78 m
Weight:.....66 kg
Job:.....Ninja
Hobby:.....Mahjong
Nationality:.....Japan
Fighting style:.....Hagakure-ryu Jujutsu/Jujitsu,Hagakure style

Kage whose specialty is Jujitsu, has a vendetta against the Syndicate that killed his father. Not only did they kill his father, they also took his mother away from him and made her as one of their fighters. Unable to find them, he has chosen instead to work off his anger in the VF tournaments.

STRATEGY

Kage's great strength is his range. His Flying, corkscrew, back-thrust and heel kick have a very long reach that is especially useful against the computer. The corkscrew kick also works well against characters that stay in a low, defending position (such as Jeffry when he is controlled by the computer). However, he lacks any really good combos. His punch/backflip combo is about the best he's got, and his punch and spin-kick combo is the weakest four-hit combo in the game.

Kage does have his uses, however. His turn-around attacks can connect well and above all (with his new found speed in punches) he can be played just like Lau. Mixing up his attacks is very easy. Switching from high to low attacks frequently foxes the computer and can leave them open to one of his combos. Kage players must be able to use the ring to their full advantage. His new cartwheel move can move him around an opponent so quickly that most of the time they will be unable to turn around in time.

All his throws are so easy to do and solid. The infamous "back+P" ten foot toss is the most useful throw in the whole game. When followed on with attacks or combos that cover distance, ROs or KOs are really very easy. Throws that land opponents at close range connect well with the heel smash. Try and use this combination of throw-and-kick as much as possible.

Playing Kage means sticking to the basics; that's all there is to it.

Special moves and combos

1.CONTROL MOTIONS
2.LEVEL
3.DESCRIPTION/COMMENTS

1.P, P, [P]
2.HHH
3.Running punches

1.P, K
2.HH
3.Punch-kick combo

1.P, P, K
2.HH
3.2 punches and straight kick

1.P, P, P, K
2.HHHM
3.3 punches and spinning mid-kick

1.P, P, P, back+K
2.HHHM
3.3 punches and backward kickflip

1.back/down+P, [P, P]
2.HHH
3.Dodging punch, [running punches]

1.back/down+P, K
2.HH
3.Dodging punch and kick

1.back/down+P, P, K
2.HH
3.Dodging punch, punch and straight kick

1.back/down+P, P, P, K
2.HHHM
3.Dodging punch, 2 punches and spinning mid-kick

1.back/down+P, P, P, back+K
2.HHHM
3.Dodging punch, 2 punches and backward kickflip

1.for+P
2.M
3.Elbow strike

1.down+K+D
2.M
3.Heel kick

1.DOWN, for+K
2.M
3.Rising knee

1.back/up+K
2.M
3.Backward kickflip

1.back/up+K+D
2.M
3.Kickflip

1.back/up
2.O
3.Backflip

1.for, for+K
2.L
3.Back heel sweep

1.for, for+All
2.L
3.Rolling flying kick

1.for, for+K+D
2.M
3.Flying corkscrew kick

1.back, SCR, for
2.O
3.Roll forwards

1.back, SCR, for+K
2.OL
3.Roll forwards and sweep

1.for, SCR, back
2.O
3.Roll backwards

1.for, SCR, back+K
2.OL
3.Roll backwards and sweep

1.for, SCR, back
2.OOL
3.Roll backwards and do flying kick

1.for, SCR, back
2.OOL
3.Roll backwards and kick low

1.back, SCR, for+P back+D
2.O
3.Cartwheel backwards

1.back+K+D
3.Back thrust

1.back, QCR, down+K
2.L
3.Sliding attack

1.back, for+P+K, [P+K]
2.HH
3.Slashing shuto,back shuto

1.down+P+K, [P+K]
2.HM
3.Slashing shikan-ken, [back shikan-ken]

1.DOWN, for+P+K, [P+K]
2.MH
3.Chopping shuto, [slicing shuto]

1.back, back+K
2.H
3.Turning high back thrust

1.back, back+P
2.H
3.Turning downward chop

1.back, back+K+D
2.L
3.Turning toe slide

1.back, back+P+D
2.H
3.Turning upward chop

1.down/for+K
2.G
3.Heel smash on fallen opponent

Counter-attacks

1.CONTROL MOTIONS
2.LEVEL
3.DESCRIPTION/COMMENT

1.down+P
2.H
3.Grab incoming single fist/palm attacks

Throws and close range moves

1.CONTROL MOTIONS
2.LEVEL
3.DESCRIPTION/COMMENT

1.P+D
2.H
3.Hip throw AKA shoulder throw

1.P+D
2.B
3.Torso takedown

1.back+P
2.H
3.Ten foot toss

1.back, for+P
2.H
3.Reaping throw

1.All
2.H
3.Toka throw

Saturn

Playing Tips

Sarah Bryant

Date of birth:.....4th July 1973
Sex:.....Female
Blood type:.....AB
Height:.....1.73 m
Weight:.....55 kg
Job:.....College student
Hobby:.....Sky diving
Nationality:.....USA
Fighting style: Sekken-do/Jeet Kune Do

In case you are unaware, Sarah has been captured and hypnotised by the same clan that is responsible for Kage's anger and rage. She has been trained so that she can enter the VF tournament and kill her brother. She failed in the last tournament, and has now been trained even more so she can complete her mission for the clan.

STRATEGY

Playing with Sarah is like playing with Akira. Both are very offensive in their style and her speed should be used to your advantage. Many of her moves have stayed the same in the new game, but her Bulldog throw has a massive range and can be used to keep opponents low and susceptible to her devastating range of low attacks.

The strength of Sarah is in combination, not combos. If you continually follow up moves that connect, you will have little trouble defeating the computer on even the hardest level. Her speed of movement is fast it makes avoiding attacks a breeze. Her rising knee combo has been improved since the last game to cause more damage and can be followed up with a kickflip for a really painful semi-combo.

Her toe kick-side kick has good range and should be used to spell trouble for all those who miss their rising attacks. The roundhouse kick can skip over many low attacks that the other characters can throw at her, and the same goes to the tornado kick (which has even greater range). These moves recover slowly and should therefore only be used when the opportunity arises, otherwise you will be left wide-open.

Do not give your opponent, be they computer or human controlled, any room at all. Punch-throw techniques work like a charm with her should be mastered as soon as possible if you want to take Sarah to the very end of the game.

Special moves and combos

1.CONTROL MOTIONS
2.LEVEL
3.DESCRIPTION/COMMENTS

1.P, P, [P]
2.*HHH*
3.Running punches, [hook]

1.P, K
2.*HH*
3.Punch-kick combo

1.P, P, K
2.*HHH*
3.2 punches and straight kick

1.P, P, P, K
2.*HHH*
3.3 punches and rising knee

1.P, P, P, up+K
2.*HHHM*
3.3 punches and hopping toe kick

1.P, P, P, back+K
2.*HHHM*
3.3 punches and kickflip

1.P, down+K
2.*HM*
3.Punch and side kick

1.back/down+P, [P, P]
2.HHH
3.Dodging punch, [punch and hook]

1.back/down+P, K
2.HH
3.Dodging punch-kick combo

1.back/down+P, P, K
2.HHH
3.Dodging punch, punch and straight kick

1.back/down+P, P, P, K
2.HHH
3.Dodging punch, 2 punches and rising knee

1.back/down+P, P, P, up+K
2.*HHHM*
3.Dodging punch, 2 punches and hopping toe kick

1.back/down+P, P, P, back+K
2.*HHHM*
3.Dodging punch, 2 punches and kickflip

1.back/down+P, down+K
2.HM
3.Dodging punch and side kick

1.K, P
2.*HH*
3.Kick and punch

1.for+P
2.M
3.Elbow strike

1.for+P, K
2.MM
3.Elbow-knee combo

1.for+K, [down/for+K]
2.M
3.Knee, [rising knee]

1.DOWN, for+K
3.Rising knee

1.for, for+K
2.*M*
3.Lunging knee

1.down+K
2.M
3.High snap kick AKA Big punt

1.down+K, [K]
2.MM
3.Toe kick, side kick

1.DOWN/FOR+K, K, [K]
2.MHH
3.2, [3] Shadow kicks

1.down+K+D
2.*L*
3.Crouching side kick

1.back/up+K
2.M
3.Kickflip

1.back/up
2.O
3.Backflip

1.up+K
2.M
3.Roundhouse kick

1.for/up+K
2.M
3. jumping roundhouse kick

1.for/up+K+D
2.H
3.Tornado kick

1.back+K
2.H
3.Double kick

1.K+D
2.M
3.Downward crescent kick

1.back/down+K+D
2.M
3.Side hook kick

1.back, back+P
2.H
3.Turning punch

1.back, back+K
2.H
3.Turning jump kick

1.DOWN, back+K, [K]
2.HH
3.Spinning heel kick[s]

1.down/for+P
2.M
3.Downward backfist

1.down/for+K
2.G
3.Kick fallen opponent

Throws and close range moves

1.CONTROL MOTIONS
2.LEVEL
3.DESCRIPTION/COMMENTS

1.P+D
2.*H*
3.Belly suplex

1.P+D
2.*B*
3.Torso takedown

1.for, for+P
2.*H*
3.Jumping AKA bulldog

Jacky Bryant

Date of birth:.28 August 1970
Sex:.....Male
Blood type:.....A
Height:.....1.82 m
Weight:.....75 kg
Job:.....Indy car racer
Hobby:.....Training
Nationality:.....USA
Fighting style:.....Sekken-do/Jeet Kune Do

During the last tournament, Jacky was not really himself; in fact, he was a complete pile of crap! He was defeated easily and went back into training and improving his skills. Now he is an instructor in Jeet Kune Do and has honed his skills for the task ahead.

He is completely unaware of his sister's mission to kill him, believing her to be just another entrant in the tournament. When he finds out, he decides to enter the tournament to rescue Sarah and not for his own glory.

STRATEGY

Jacky is more or less overlooked by fans of VF simply because he was so useless in the first game. In VF2, however, his skills and attacks have been improved. He is not one of the better fighters in the game, but his combination moves still have a lot of power behind them and can catch many players off-guard.

He still doesn't possess a kickflip combo like the other characters, and this immediately puts him at a disadvantage, but his kickflip alone is the most powerful of its kind in the game. It can take as much as eighty percent of the lifebar, leaving many human opponents wondering why the round ended so fast!

His spinning backfists (both high and low) are much faster than in his previous incarnation. The low spinning backfist can be used as an effective counter-attack because of its speed and ability to duck under punches, but is pretty useless on its own.

The trick with Jacky is to combine his moves in much the same way as Sarah. Try to get the trip and hammer throw in and kick them when they're down (who ever said that Martial Arts was a noble fighting art?). Play a balanced game of offense and defense, and you shouldn't do too badly.

Special moves and combos

1.CONTROL MOTIONS
2.LEVEL
3.DESCRIPTION/COMMENTS

1.P, P, [P]
2.*HHH*
3.Running punches, [hook]

1.P, K
2.*H*
3.Punch-kick combo

1.for, P, K
2.*HH*
3.Normal punch-kick combo

1.P, down+K
2.*HL*
3.Punch and sweep

1.P, P, K
2.*HHH*
3.2 punches and straight kick

1.P, P, for+P
2.*HHM*
3.2 punches, elbow

1.P, P, for+P, heel kick
2.*HHM*
3.2 punches, elbow, heel kick

1.P, P, for+P, back/up+K+D
2.*HHMM*
3.2 punches, elbow, kickflip

1.P, P, back+P, [K]
2.*HHHH*
3.2punches,spinning backfist,[sweep]

1.D, P, P, [P]
2.*HHH*
3.Dodging punch, running punches

1.D, P, K
2.*H*
3.Dodging punch-kick combo

1.D, P, down+K
2.*HL*
3.Dodging punch and sweep

1.D, P, P, K
2.*HHH*
3.Dodgingpunch,punch, straight kick

1.D, P, P, for+P
2.*HHM*
3.Dodging punch, punch, elbow

1.D, P, P, for+P, K
2.*HHM*
3.Dodging punch, punch, elbow,heel kick

1.D, P, P, for+P, back/up+K+D
2.*HHMM*
3.Dodging punch, punch, elbow, kickflip

1.D, P, P, back+P, [K]
2.*HHHH*
3.Dodgingpunch,punch, spinning backfist

1.back+P, [P]
2.*HH*
3.Spinning backfist[s]

1.back+P, K
2.*HH*
Spinning backfist and crescent

1.back+P, down+K
2.*HL*
3.Spinning backfist and sweep

1.back+P, back/down+P
2.*HL*
3.Spinning backfist and low spinning backfist

1.for+P
2.*M*
3.Elbow strike

1.for+P, K
2.*M*
3.Elbow-heel kick combo

1.back/down+P
2.*L*
3.Low spinning backfist

1.back/down+P, K
2.*LL*
3.Low spinning backfist and sweep

1.for+K
2.*M*
3.Knee
1.back/up+K
2.*M*
3.Kickflip

1.back/up
2.*O*
3.Backflip

1.down+K
2.*M*
3.Toe kick

1.for, for+K
2.*M*
3.Punt kick

1.K+D, [down+K+D]
2.*HL*
3.Crescent, [sweep]

1.down+K+D
2.*L*
3.Crouching side kick

1.K, K
2.HM
3.Kick, heel kick

1.down/for+P
2.*H*
3.Hook

1.back+K
2.*M*
3.Side hook kick

1.P+K
2.*M*
3.Beat knuckle AKA bitch slap

1.down+P+K, [K, K, K, K]
2.*MMMHH*
3.Lightning kicks

1.back, for+K+D
2.*M*
3.Spinning mid-kick

1.back, back+P
2.*H*
3.Turning hook

1.back, back+K
2.*H*
3.Spin around half crescent

1.down/for+K
2.*G*
3.Kick fallen opponent

Throws and close range moves

1.CONTROL MOTIONS
2.LEVEL
3.DESCRIPTION/COMMENTS

1.P+D
2.*H*
3.Brainbuster

1.P+D
2.*B*
3.Backside clothesline AKA faceplant

1.for, for+P
2.*H*
3.Jumping clothesline AKA bulldog

1.down,down/for, K, K
2.*MM*
3.Toe kick, side kick

1.for, back+P+K
2.*H*
3.Trip and hammer

Saturn

Playing Tips

Shun Di

Date of birth:.....2nd January 1912
Sex:.....Male
Blood type:.....O
Height:.....1.64 m
Weight:.....63 kg
Job:.....Herbal doctor
Hobby:.....Collecting the medicinal herbs
Nationality:.....China
Fighting style:.....Sui-ken/ Drunken Fist

Shun Di hails from northern China. Considered by many to be a great Sage, he also teaches his arts in a small training hall that was once filled with students. Sadly, many have now left due to his rigourous training program for pain and suffering.

Not long ago, Shun was drinking with some friends in the village bar, he heard some other teachers boasting about the success of one of their students in the VF Tournament. The student in question was Akira and as honour is everything to Shun, he vowed to participate in the next VF contest and prove his worth as a Master martial artist.

STRATEGY

To use Shun Di successfully, you must become very unpredictable. One of Shun's greatest weapons is his Backpush move. This can stop combos in their tracks and leave opponents open. It also has the advantage of attacking really low, and therefore elbow and knee attacks seldom hit you.

The Twisting Hook Punch, while not particularly damaging, is very useful for hoping over low and mid-level attacks. This kind of move relies purely on reaction times, and if your reactions are not that good, then this kind of stunning move will take a massive amount of practise.

Shun is one of the characters that suffer from pre-fight planning. If you go into a match thinking "This time I'm gonna just use backflips and punches," then you're going to be kissing dirt before you even know what's hit you.

Shun is the only character in the game that has some moves in reserve. These can only be used if you get him drunk (No! I'm serious!). After one drink, he can now perform the 'down+P+K' sweep and can perform a Foot Slide after sitting down. As he drinks more, his other moves come into play. After two drinks, he can now extend the above move (add a K tap on the end) for a little extra damage, and after three drinks, it can be extended again with either another kick or two punches. Some of his other moves change as well, but most of these are cosmetic.

In addition to these extra attacks and cosmetic changes, the power of his connected attacks increases by 5% after each drink. The maximum damage level is reached after Shun has eight drinks. On the maximum level, his moves will inflict around 1.4 times more damage than a standard attack. however, the move has the ability to knock them down. The morale of this story? Drink as much as you can!

Special moves and combos

1.CONTROL MOTIONS
2.*LEVEL*
3.DESCRIPTION/COMMENTS

1.P, [P], [P]
2.*HHM*
3.Punch, [high elbow], [uppercut]

1.P, K
2.*HH*
3.Punch-kick combo

1.down/for+P
2.*M*
3.Uppercut

1.DOWN/FOR+P
2.*M*
3.Dashing uppercut

1.DOWN, for+P
2.*M*
3.Lunging punch

1.for+P
2.*H*
3.Running punches

1.back/down+P
2.*L*
3.Backpush

1.down+K+D
2.*M*
3.Scorpion kick

1.back+P
2.*H*
3.Twisting back hook fist

1.back/up
2.*O*
3.Backflip

1.for, for+K
2.*M*
3.Cartwheel kick

1.up+P
2.*M*
3.Jumping back hammer

1.back/up+P
2.*M*
3.Backward jumping back hammer

1.up+K
2.*H*
3.Mule kick

up/for+K
2.M
3.Spinning scissors kick

1.up/for+P
2.*M*
3.Spinning twist punch

1.K+D, [P]
2.*MH*
3.Jumping spin kick, [sideways push]

1.P+K
2.*M*
3.Two hand push

1.back/down+K+D
2.*L*
3.Breakdance sweep

1.DOWN+K+D
2.*L*
3.Breakdance sweep

1.down+P+K, [K], [K]
2.*LLL*
3.Breakdance sweeps

1.back+K+D
2.*M*
3.Backward hopping kicks

1.for, SCR, back, [K]
2.*OH*
3.Handstand [kick]

1.back+K
2.*H*
3.Kick and fall face up

1.back/down+K, [D]
2.*L*
3.Low back kick, [fall face down]

1.back/down+K, K
2.*LH*
3.Low back kick and heel kick

1.back/down+K, K+D
2.*LM*
3.Twist kick and jumping spin back/down,

1.back/down+K
2.*HH*
3.Falling twist kicks

1.down, down, [K]
2.*OL*
3.Sit down, [low kick or slide]

1.back/down+D
2.*O*
3.Side step backwards

1.back/down+D, P
2.*OH*
3.Side steps back

1.back/down+D, P+K
2.*OM*
3.Side steps back with push

1.down+D
2.*O*
3.Side steps forwards

1.back+D
2.*O*
3.back tucking in his tummy

1.back+D, P
2.*OH*
3.Steps back and uppercut

Throws and close range moves

1.CONTROL MOTIONS
2.*LEVEL*
3.DESCRIPTION/COMMENTS

1.P+D
2.H
3.Dances with punches

1.All
2.*H*
3.Grab and fall

Lion Rafale

Date of birth:.24th December 1979
Sex:.....Male
Blood type:.....AB
Height:.....1.71 m
Weight:.....61 kg
Job:.....High School student
Hobby:.....Collecting knives
Nationality:.....France
Fighting style:.Toru-ken/Seven Stars Mantis Fist

Lion was born into one of the wealthiest families in France. Their primary business interest is the aircraft industry, but the real money comes from the development of new weapons which they do under the cover of their aircraft interests.

Lion has been studying Toru-ken since his early childhood. It was part of a management training programme devised by his father when he was a young boy, and has continued until now. Lion is desperate to be free of his father, and so has proposed to enter the VF Tournament. If he wins, he will be free to go about his life as he chooses.

1.CONTROL MOTIONS
2.LEVEL
3.DESCRIPTION/COMMENTS

1.P, [P], [P]
2.*HHH*
3.Punch, [elbow thrust], [backfist]

1.P, K
2.*HH*
3.Punch-kick combo

1.for+P
2.*M*
3.Elbow strike

1.for+K
2.*M*
3.Knee

1.down/for+P, [P]
2.*M*
3.Uppercut, [downward swipe]

1.DOWN/FOR+P, [P]
2.*LL*
3.Low forward creeping peck[s]

1.back/down+P, [P]
2.*LL*
3.Low thrusting peck[s]

1.for, for+P
2.*M*
3.Long range fist thrust

1.for, for+K+D
2.*M*
3.Spin forward and kick high

1.down/for+K+D
2.*L*
3.Spin forward and kick low

1.back+P
2.*H*
3.Poke head from above

1.for+P+D
2.*H*
3.Poke head directly

1.P+D
2.*L*
3.Short range low wind-up attack

1.down/for+P+D
2.*L*
3.Long range low wind-up attack

1.DOWN+K+D
2.*L*
3.Sweep

1.up+K, [K]
2.*MH*
3.Dancing kick[s]

1.down, down+K
2.*M*
3.One-handstand kicks

1.up/for+K
2.*M*
3.Cartwheel spin kick

1.up/for+P
2.*M*
3.Jumping downward swipe

1.back/up+P
2.M
3.Back jumping down swipe

1.up+P
2.*H*
3.Swinging arms

1.back/up
2.*O*
3.Cartwheel backwards

1.down+K, [K]
2.*LL*
3.Low swipe kick[s]

1.down+K, K+D
2.*LH*
3.Low swipe kick, high spin kick

1.back, back+K
2.*H*
3.Turn kick

1.back, back+P
2.*H*
3.Turn punch

1.back, back+K+D
2.*M*
3.Turn with side kick

1.D, for+P
2.*H*
3.High spinning side attack

1.D, down/for+P
2.*L*
3.Spin to the side with low trip

1.back/down+D
2.*O*
3.Ducks and steps away sideways

1.for/down+D
2.O
3.Ducks and closes in

Throws and close range moves

1.CONTROL MOTIONS
2.*LEVEL*
3.DESCRIPTION/COMMENTS

1.P+D
2.*H*
3.Trip

1.P+D
2.*B*
3.Piggyback attack

1.back+P+K
2.*H*
3.Reaping throw

1.for, for+P+D
2.*H*
3.Grab and fling

1.for, SCR, back+P+D
2.H
3.Frontal piggyback attack

STRATEGY

Lion's fighting style is so fluid, it's hard to belive that his attacks do any damage at all. All of his moves enable him to close in on an opponent very quickly indeed, but this can be fraught with danger. Rushing up to Pai, for instance, is a very quick way for her to flip you on your back! Under normal circumstances, this would be no bad thing, but it's suicide in the VF tournament. His ducking moves are a strong part of his repertoire, but you must play a balanced game with Lion if you want to come out on top.

Lion's side kicks are the fastest in the game, so use them to your advantage as much as possible. They can open up an opponent ready for one of his combos. The Uppercut and downward swipe are also very good and deceptively brutal. His sweeps also reap rewards as they are so quick and can even be used against an opponent who is already lying on the ground.

Lion's main strengths are his speed and fluidity. His combos flow together very well, and it is possible to string them together into one, lethal super-combo. This will take many weeks top practise, however, so stick with him and you'll get there in the end. Until then, keep on using his ducking moves (such as the low swipe kick, stand kicks and the arm sweep) to enable him to duck under any mid or high level attacks while at the same time causing your opponent a bit of grief. He's a good character, but needs to be mastered fully before you can win games with ease.

To celebrate the release of probably the best beat-'em-up in the entire history of computer gaming, Dino guides you through the history of this long-lived genre.

BEAT-'EM-UPS A QUICK HISTORY

Cast your mind back (if you're old enough, of course) to the summer of 1985. What were you doing then? If you were anything like me, you were 14 years old, still at school and hell bent on spending every minute playing the latest Commie 64 release. This summer was something special, however. Not only did I meet my first girlfriend, but I discovered the delights of beat-'em-ups.

Beat-'em-ups have always followed this same format

The game in question was *Way of the Exploding Fist*. Two Gi-clad Karate experts faced each other over a rather bland background and used a few punches and kicks to knock each other out. The best bit about the game was that if you had a friend with another joystick (owning two joysticks in these days was considered a luxury on par with owning two houses today) then you could beat the living hell out of each other — on screen, of course. This signified the beginning of an era. After the *Way of the Exploding Fist* came a whole host of games to firmly establish the pursuit of computer violence in the hearts of every computer owner. The late eighties also saw the beginning of the *Street Fighter* dynasty, and a powerful one it was too. After six-odd years, the *Street Fighter* games are still selling in their thousands and every single arcade in the country has a few SF2 Arcade machines nestled in the corner.

What all these early games had in common was their presentation. Two large sprites faced each other in 2D (ie, they can only move left, right, up or down) and each one had his or her own set of moves. These graduated over the years into the special moves that we're all so familiar with today. Some early games, however, tried to bring the genre into the realm of seriousness. *Uchi Mata* was one of these games. It 'realistically' simulated the sport of judo, and the moves were so complicated to pull off that many players lost interest in it straight away. Of course, now these same moves look positively easy compared to some of the complicated digit-spraining manoeuvres that permeate the beat-'em-ups of today. Another common denominator laid down in those fledgling days was the 'two out of three rounds' rule for winning a fight as well as the obligatory energy bar.

Beat-'em-ups have always followed this same format, until a few years ago. A certain company very close to our hearts decided to re-write the beat-'em-up and produce something a little bit different. This had been tried before (Anyone remember *Barbarian* with Maria Whittaker on the cover and lots of blood and decapitation? It was probably the first Mortal Kombat type beat-'em-up to be released) yet never seemed to break the mould of the tried-and-tested format. Sega however, put their best development team onto it and told them to make something new. The result was *Virtua Fighter*.

VF2 **expanded on the first Saturn *VF* game by introducing new moves, new characters and increasing the number of polygons that make up the characters themselves. The speed of the game has also been improved over the first version.**

VF2 **also added some new 'counter-attack' moves. In the first Vf game, you could only defend against an attack. Now, you can also use the defend button to pull of throws, punches, kicks and combos to attack back.**

In *Toh Shin Den*, each player is armed with a weapon as well as the usual range of punches and kicks.

Street Fighter: The Movie **used the characters and actors from the film for the player sprites.**

Tekken is another game that was inspired by *Virtua Fighter*. However, its plays very differently.

Jacky was the worst character in VF1, but in the second game, he's been beefed up a bit.

fantasy. How little we knew. Violence is imprinted on man in the same way as dogs always walk in a circle before lying down. It's in our blood and souls, handed down from generation to generation. We've been able to control our war-like instinct for quite a while now, and personally, I thank beat-'em-ups. How else can you get rid of your frustrations without hurting a soul. We will always like beat-'em-ups, and who knows what the future holds for them. The next stage, of course, is to integrate actual Virtual Reality technology into the game so it looks and feels as though you're actually there. This is a long way into the future (if at all), so for now we will have to be content with the likes of *VF* 1 & 2, *Toh Shin Den* and *Tekken*. Right, now where did I put my favourite joypad?

Right: The logo that has probably sold more games than any other. The Mortal Kombat series of games has been a resounding success and has been billed as 'the most violent, blood-thirsty game of all time'. Rock on, Tommy!

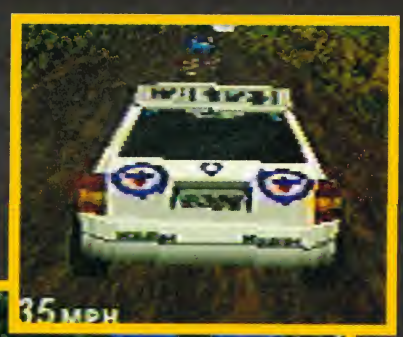
Virtua Fighter went down a storm in every arcade in the world. No sooner was it released than people all over the planet were pumping in their small change to play this revolutionary beat-'em-up. What made *VF* so special was the way it was presented. Gone were the bland 2D screens with their smallish sprites and boring moves. *VF* brought the beat-'em-up into the Nineties with its polygon-based 3D environment. Each character is made up of filled polygon shapes which are stored in the computer's memory as mathematical points in space. It therefore becomes very simple to move these points around with a little bit of maths (well, you get my drift!) and produce a smooth, totally 3D figure.

Virtua Fighter broke the mould that had held beat-'em-ups captive for so long. As soon as other publishers realised that *VF* was what the players wanted, they also started jumping on the bandwagon. The first generation of beat-'em-ups were still going strong, however. With the advent of 3D rendering, beat-'em-ups were treated to a much-needed face-lift, but they still could compete with the new format of the genre. The *Mortal Kombat* series is probably the biggest 2D beat-'em-up in the world at the moment, but the Street Fighter range of games (along with the minor games such as Killer Instinct, *Final Fight*, *Fatal Fury* and such like) would always be popular. All this, however, was happening in the arcades. When the Saturn was released, the power finally existed to allow these game to be converted for the home audience. They're now coming thick and fast, and if you think back to those days back in the summer of 1985, the idea of playing an arcade-perfect game on a home machine was pure

One sad thing about Street Fighter: The Movie is that is doesn't play nearly as well as the sprite-based versions. Still, the film no doubt will help it sell.

Sega Rally

Next month, the Sega Pro team give you the ultimate guide to the best racing game on any format. Yes, next month's tips pull-out will be for Sega Rally. Every track, every corner and every straight will be covered, enabling you to get your times down and be the envy of your friends. If this is not enough, we'll also have some exclusive cheats for you to try, plus detailed descriptions of every car. Lastly, every race track will be printed along with the best line to take so that you can come first every time you race. Best of all, this tips guide is absolutely free with the April issue of Sega Pro. Don't forget to reserve your copy now!



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Mega Drive

Review

● Electronic Arts ● £44.95
● Out Now

When Dino lived in Vegas, he was nicknamed 'Cissarelli' by his fellow poker dealers/players. Why? Well, it turns out that a certain Dino Cissarelli is a well-known American hockey player, and with the release of the newest version of EA's top hockey game, Dino can now see what the fuss was all about...

NHL

EA has had a long track record of producing top-notch sports games. From their very first outing with the *NHL*, *Madden* and *PGA Golf* series, EA have established themselves as the name for Sega sports games. Things seldom change in the games world, and the release of *NHL '96* is no exception.

If you've never played any of it's previous incarnations, then let me enlighten you a little. NHLPA (An acronym for 'National Hockey League Player's Association) was fist released at the end of 1992 and went down a storm with many Megadrive owners. Hockey is not the easiest game to translate onto a console, but the boys at EA soon learned how to make it into a great console game. I won't bother to tell you about the sport itself, seeing as it has such wide coverage around the world, you'd have to either be (a) two years old or (b) dead to not have heard of it.

Hockey is not the easiest game to translate onto a console

Plugging the hallowed cart into the Sega Pro Megadrive, the familiar title screens come and go while the anticipation builds. All of the usual options are there, such as

● CAPTION

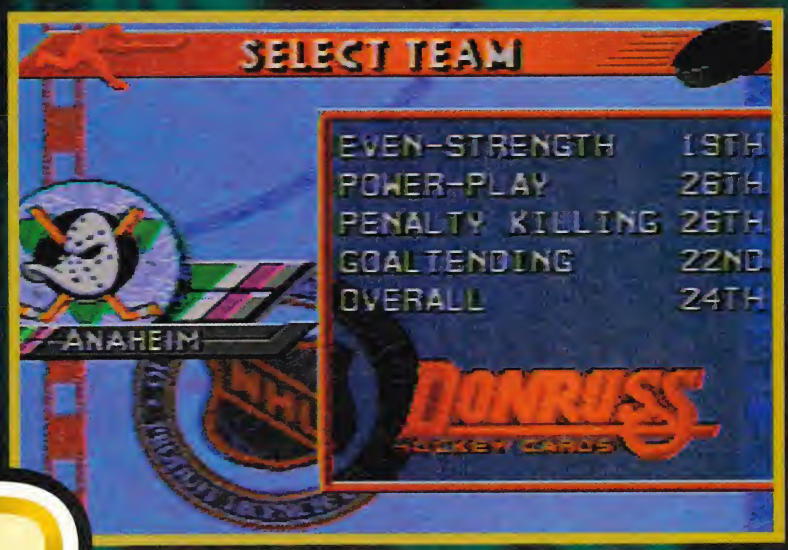
● That geezer in the inset of the screen above is one of the blokes who skims around on the ice, blowing hard on his whistle and breaking up the little scuffles. Sounds like a cushy number...

The making of a goal!

While the players celibrate, I can't help but shout at my goalie! It's a tough life being a manager, I can tell you.

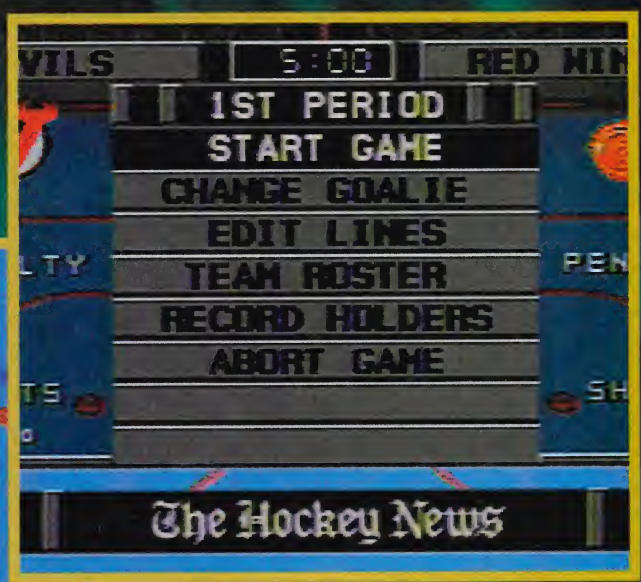
Ice Hockey is such a fast game, you can have a goal scored against you before you can even blink. In this seqence of shots, the computer-controlled team passes the puck to their center player and he takes it down the left-hand side of the rink before slipping it past my goalie.

● Another batch of options, this time in the almost never-ending league. Keep an eye on the current leaders, check up on your player stats, yes, even pllay the damn game – man, they've thought of everything it seems...



'96

● Each team is individually ranked – Anaheim are your Torquay United of the NHL world by all accounts – leading them to victory over the All-Stars is one of the most challenging aspects of the game...



● Each period begins with one of these line-outs, with the ref dropping the puck between the clattering sticks of two players. Timing is apparently the key to winning the puck, although not something we've ever perfected...

● Plenty of different options are available to the player as they look to overcome the opposing teams and win the play-off final...

single or tournament play, but there are a few new additions. You can now become the manager of one of the teams and guide them through the season, trading players as you see fit. This is a long-awaited addition to the *NHL* series, but unless you are a follower of Hockey, then many of the players will be unknown to you.

All of the major stars are represented in the game along with their individual stats. You can also create players from scratch (we have a Sega Pro team that is doing surprisingly well!) and add them to your team. As they become more experienced, their skills increase, although you'll have a tough time to start with in any of the professional conferences.

Thankfully, the actual gameplay in *NHL '96* hasn't changed significantly, as this was the part of the game that made the NHLPA series so great. The players slide around the ice so smoothly that it brings tears to your eyes. The rest of the players are pretty intelligent, and you can pull some really impressive passing manoeuvres off with very little practise. The one-player game is very good, but *NHL '96* comes into its own when you play against a friend or team up against the computer. NHLPA then becomes a death battle where the goals become secondary to obliterating your opponents with bone-crushing checks and stick-handling.

NHL '96 is another great addition to the series. Even if you have some of the previous games, it's still worth getting the latest version, if only for the updated teams and stats. NHLPA '96 is the definitive hockey sim on the Megadrive at the moment.

• **Dino Boni**

Prospore 90

NHL '96 supersedes every hockey game to date and takes the crown as the King of Megadrive hockey games.

Saturn

Review

● Sega ● £44.99 ● Spring

Mys

Just when you thought it was safe to go back into the enchanted wood, a whole new range of goblins and monsters appear and all in glorious 3D!

Long before beat-'em-ups became the staple diet of console owners, another genre carved itself forever a fond place in the hearts of gamers — the good old RPG. The neat thing about console role-playing is that it always seemed to throw out most of the pretentious paraphernalia associated with table-top D&Ders. No more of that dice throwing business or appointing a 'Dungeon Master', 'Grand Elf', 'Big Cheese' or whatever. Let the computer take care of all that.

Mysteria is the first next gen RPG I've had the chance to play but so far I'm pretty impressed. It follows a pretty rigid story, as do they all. The plot itself makes all the right fantasy noises. Evil Lord takes over once-peaceful land, puts the queen under a nasty spell and rules with an iron fist. It's up to the prince and rightful heir to the throne, together with a small band of allies, to overthrow the evil one and restore peace and serenity to the Kingdom. As you may have guessed, it's lucky old you who gets to take control of the Prince's party. Why, just for once, can't the player control the mighty forces of evil against the weak and feeble good guys? It would make a change, wouldn't it.

Evil Lord takes over once-peaceful land

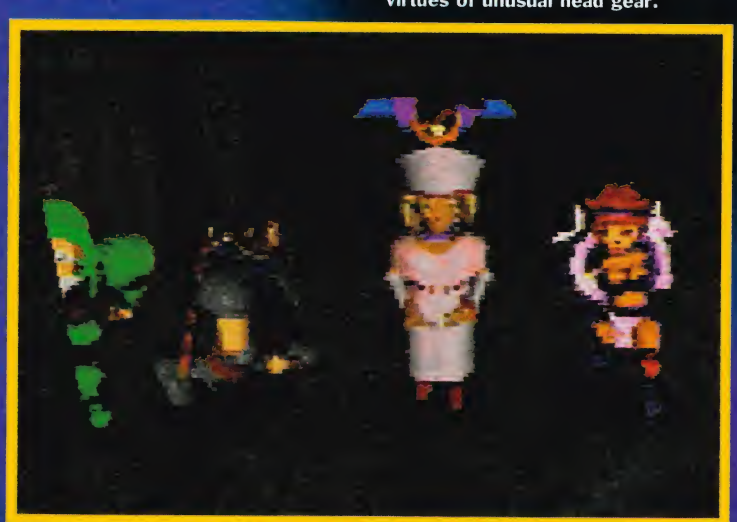
Anyone familiar with computer role-playing will be at home straight away. Movement is turn based. Each character can move a certain distance plus perform one action per turn. Actions may be to pick up objects, cast a spell or attack an enemy. It all depends on the situation. Once all characters have been moved the turn ends and the enemies get to move, attack etc.

The control system itself deserves as a mention because it's so easy to use. The Saturn's six buttons mean all views and options can be accessed quickly and instinctively. All actions are performed via a series of simple menus so even the doziest of players can't go wrong (An aspect you now doubt needed Miles! - Dino) Ahem...

Whereas the 16-bits generally

Unimpressed by the materialisation of a transdimensional vortex in the corner, Myrtle lit a fag and proceeded to comtemplate the virtues of unusual head gear.

Above: The evil Lord Bane. The embodiment of everything that is truly horrible, loathsome and odorous.
Left: The heroic Prince Aragon — righteous, good and all that.



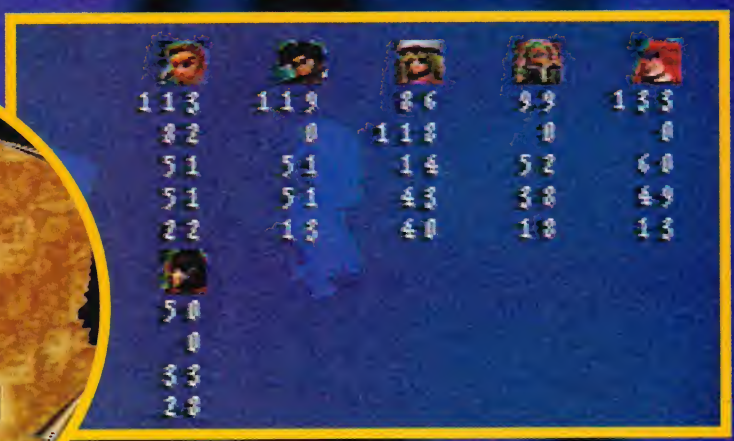
tania

opted for a forced perspective viewpoint high above the action, Mysteria makes full use of the Saturn to provide a fully rotating and scalable 3D environment.

When attacking an enemy, the Saturn treats us to a close up of the battle and some of the spells look well impressive.

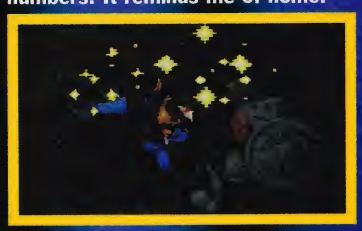
When characters communicate we get a portrait of the speaker along with text-dialogue. This aspect is bit disappointing, as a full speech soundtrack would really have enlivened things. Still as it is, it works fine.

For anyone who's played and enjoyed D&D-type games in the past I can heartily and without restraint recommend Mysteria. The gameplay is up there with the best of them and the graphics add a whole new dimension to the experience. Mebbe it could be a bit more sophisticated. There's nothing new or innovative and that is the only small criticism. However, for fans of RPGs, this as an ideal addition to the collection and is simple enough to attract novices as well.



Yippee! I just love character stats screens, me. Mug shots and numbers. It reminds me of home.

These guys may look tough but between them they've got about as much intelligence as a broken alarm clock. Mind you Dino seemed to find them rather good company.



Dreyfuss the Most Unpleasant brandished his sword triumphantly. All seemed lost for Ernest until who should appear but those intrepid purveyors of goodness, the 22 Gloworms of the Apocalypse! Go worms go! Or should that be glow? Oh, who cares!?

A word of advice if you ever find yourself exchanging verbal abuse with an evil wizard mage — er... don't right. Not even if you've had ten pints of lager!

Prospare

90

Great looking and easily accessible role-player all wrapped up in next generation gloss.

Mega Drive

Review

● EA Sports ● £39.99
● Out Now

AR Rugby

Fancying himself as something of a rugby fanatic, Jon scrums down with EA and enters the bone-crunching world of Australian Rugby League to find out what this tough-tackling game is all about.

● **Above: Trying to get through the opposition's lines is not as easy as it seems. The tackles come in thick and fast in ARL, and they're not easy to dodge.**
Right: Each team is rated in eight different categories.

● **Left: The crowing glory is, of course, the World Cup. Some pretty good playing is needed for you to win this digital trophy.**

Let's face it, if you're gonna make a game about Rugby League, who better to front it than the Australians. Not only have they got the best league in the world, they're the champions of the world. Bloody annoying, eh? Then again, Rob Andrew showed them, didn't he? Ha, ha!

Well, we haven't gone bonkers, not yet anyway

Putting petty rivalry aside though, you're probably wondering why we're reviewing a game that's now over a year old. Well, we haven't gone bonkers (not yet anyway), it's just that we pride ourselves on having the most thorough and comprehensive guide to Sega games around, so when we realised it hadn't been reviewed yet, well, here we are ...!

The most noticeable thing about ARL is its striking similarity, in looks at least, to the Mega Drive version of *FIFA* and *John Madden* right down 3D isometric view, character sprites and under-the-player highlight. This is because EA have used a similar engine to FIFA in the design of ARL. We all know how well this worked with the maestro of footy sims and it works just as well for this rugby caper. The sheer size of ARL is breath-taking, whether you want to play a friendly clash against the Aussie champions, or a full blown league, ARL has it all. For all you patriotic gamers, there's even the chance to play in an international tournament with all the major teams represented including South Africa, New Zealand and the indomitable Australians themselves. Playing a tournament or a league can take quite a while, especially as each game can be played over 80 minutes. Thankfully, a password system has been incorporated into the game so you can start wherever you last left off.

Unfortunately, ARL only has one skill level, so the game's lifespan is limited. At first, players will have to work really hard at the game, especially the passing and kicking side of it, but once you've mastered this you've mastered the game. However a cool two-player option saves the game from a somewhat premature expiry.

Graphically ARL is something of a triumph - the players are surprisingly fluid in their movement and the animation is quite superb.

Overall, there's too many rough edges in ARL to make it universally appealing. Only true fans will be able to give it the perseverance it demands. If Rugby League, or even Union, is your sport though then this is your game. Buy it, play it, love it!

● **Jon Evans**

stralian League

● And he's away! One fault of ARL is that the players all move at the same speed, so once you've made a break, it's more or less impossible for anyone to catch up with you.

● Like any sports game, ARL is full of stats, stats, and even more stats! All the players are true-to-life and it is possible to fiddle around with your line-ups to generate the best team possible.

● Below: Scrums are probably the most difficult part of Rugby to translate into a game, but ARL makes a very good job of it. You can almost hear the players swearing at each other as they jostle for position!

● After a desperate run for the line, Jon gets pounced on by the entire opposing team. You know that's gotta hurt! Still, he'll recover shortly and he can still use a joypad!

Prospore

85

The best rugby sim around. If you're a fan of the sport, then this game has to belong in your collection.

Mega Drive

Review

● 32x ● £44.99 ● Frontier

Dar

Ever since the arrival of the Saturn, 32X owners have been left in the cold, but Frontier look to bring the machine back to everyone's attention with the fantastic futuristic blast-em-up, Darxide.

Darxide? Some of these programmers could do with a spelling refresher course methinks.

Set in the distant future, Darxide pits you against the might of an alien invasion force in one of the best 32X games ever. The action takes place in space, around the 10 moons of the Darxide system. On these moons, the Star Fleet Commands mining bases bore for the energy crystals that fuel the Star Fleet. Without this invaluable ore, Earths defence fleet would be immobile and at the mercy of the alien ships.

The action takes place in space, around the 10 moons of the Darxide system.

Aliens aren't the only threat to these mining bases though, huge asteroids constantly hurtle through space on a collision course with them. With the mining bases under such a constant threat, you and your squadron have been commissioned to these mining bases to protect them. Unfortunately, your squadron is soon destroyed by a powerful alien assault and now all that stands between Earth and

That's the kind of sentiment we like. None of this girly wussbag attitude of embracing new cultures into the fold. If it's new it's almost certainly hostile and best dealt with swiftly and with extreme prejudice. Eat laser death alien slime!

The manoeuvreability of the ship is impressive but you can often outturn yourself and get completely disorientated. A bit like watching Jon play football!

Zipping around deep space loosing off lasers all over the place may be fun but it doesn't get the job done. Take note, whoever took this screenshot.

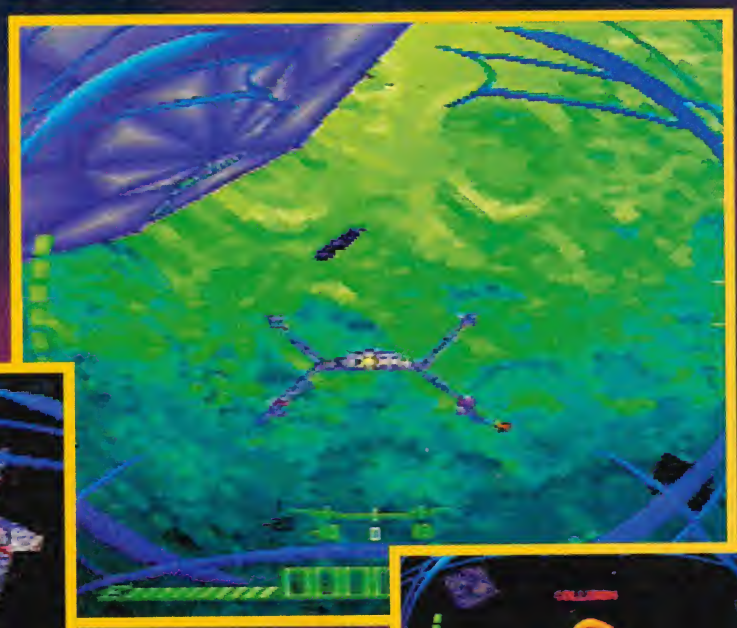
xide

the aliens is yourself. You alone must stop the alien invasion and save the world!

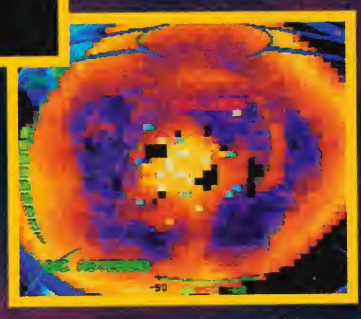
The game's played as a series of missions. Destroying asteroids, enemy ships etc. Graphically it's very nice with some good backdrops and the sprites whizz around at a thoroughly respectable rate.

For too long the bane of the 32X has been a lack of fully dedicated titles. Either second rate Mega Drive port-ups or games which do little more than demonstrate its capabilities without providing the all-important element — playability. Virtua Fighter being the obvious exception.

This is one all 32X owners have been crying out for. Control is smooth and responsive and the action paced at just the right level. A few more titles like this and, just maybe, 32X may be on the way to being considered a respectable format. If you don't already own the unit this isn't quite the game to make you shell out 100 quid but its certainly a worthy investment for those of you who own one already.



Alright, alright! There's no need to rub it in. Honestly, some games have simply no tact.



Yet another missions ends with Miles' composite molecules roaming free around the cosmos.

Yee-ha! Another one bites the dust. Okay, it was only an asteroid, but hey — they all count.

That's one lump of rock that won't be messing with me again. That's right, people — I'm bad!

Prospore

85

Good looking Wing Commander-style blaster. A few more of these and the 32X could be back in business.

Saturn

Review

● Sega ● £39.99 ● IMPORT

Darius

Bleeuurgh, not another one! If I see one more import game this month, I'm going to garrote someone with the joypad lead. Oh well. Here goes...

Having vacated your native planet of Darius many years ago due to pollution (I'm making an educated guess here cos the plot is described in badly translated pigeon-English from the Japanese), things have now settled down and your race is set to return home. Unfortunately the place seems to have been infested by squatters who aren't too chuffed to learn of your impending return. The rest of your battle fleet was destroyed in the opening exchanges so now it's down to you, the last surviving pilot, to go up against the might of an entire alien army. Isn't it always the way?

As it goes *Darius* is a decent blast. Very reminiscent of *R-Type*, especially in the way the power-ups build up as you go. Unfortunately, it also retains *R-Type's* Achilles heel of losing all add-ons each time you die. It's so frustrating to get your ship all kitted out only for one silly error

● To get anywhere in the game, you have to collect the weapon and shield power-ups every chance you get. Some of the alien ships are pretty tough!

● You get three Smart Bombs with each ship, although more can be collected throughout the game. Launch one and a black hole appears, sucking smaller aliens into it. A lightning storm then kills everything in sight.

● Some of the backgrounds in the game use some pretty impressive scrolling effects to make them stand out. This derelict spaceship revolves slowly in the distance. Pretty cool!

to undo all your hard work.

There are a good variety of enemies and levels to help take your mind off the shallowness of it all. Another neat idea is the way you can choose your path through the game. Completion of level A allows you to choose between B and C. Choosing B leads on to D or E. Choosing C leads to E or F and so on. This means you can never play all levels in the same game and no two games need ever be the same. Oh, I found a little cheat as well. Similar to the one common to Shoot-'em-up Construction Kit games if anyone remembers that little package from their Amiga/C64 days. All you have to do is plug your pad into port two and press start when a one-player game ends. You can continue with a fresh set of lives and credits though your score goes back to zero. Just an aside.

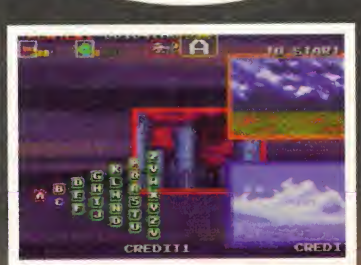
To spruce things up, the programmers have included lots of neat visual effects. These still don't push the Saturn unduly but at least they're there. My main gripe on this front is that some of the blighters tend to make your eyes go a bit funny. Remember to take a 15 minute break every hour kids!

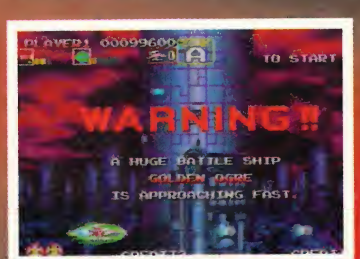
Now it's down to you, the last surviving pilot..

On the sonics side there's a whole host of Enya-style moody audio tracks. They're very nice, but hardly appropriate in a game where the maxim is kill, kill, kill!

In terms of sound and vision Darius has a lot more to offer than, say, *Gunbird* though the gameplay is essentially just as dated. The main difference is here it seems more finely tuned. You don't often find yourself in a no-win situation. Even so, this is for SEU junkies who need a massive fix. This game isn't exactly world-class opposition to the plethora of shoot-'em-ups already out there, but is a good blast just the same.

● Miles Guttery





Prospect 69

A good, old-fashioned blast but very little else to write home about.

Mega Drive

Review

● Sega ● £44.99 ● Out Now

• Aaargh! Noooo... surely not. Somebody please tell me Statto hasn't joined the VR troopers!

First there was the Power Rangers, and now the VR Troopers are captivating kids around the country. It just goes to show that some people will watch just about anything.

VR Tro

• I'm sorry but I hate all these VR ruddy Power Turtle things. It's just tack for tack's sake. Look at this bloke. Disco dancing in a red and white jump suit? Do me a favour, squire!

If you have never watched VR Troopers, then you're lucky. I won't bore you with the general background, save to say that it's another excuse for some young American martial artists with minimal acting ability to strut their stuff in stupid costumes. The game is a licenced off-shoot of the TV series (No doubt there will be a film soon) and concerns our three young heros being captured by the bad guy by a teleport device disguised as a video game. They have to fight there way out back to the real world in time to save civilisation ect. while defeating the bad guys at the same time. Pretty standard stuff, all in all.

VR Troopers is a beat-'em-up on similar lines to Street Fighter, although no where near as good. The average game goes like this; choose a character, start the

Pro-Motion

The intro to the game sees our heros being duped by the disguised video game and being sucked out of their home dojo. Good stills, but something in 3D may have captured a few more eyes.

• Something's troubling you, darling.

• Yes. I'm turning into a satsuma!

• Santa Claus spontaneously combusts before arch rival and former space hero Dan Dare.

• 'NOOO!' cried Dan. 'Santa can't be dead. What ever will the kids do when they wake up with no presents next yule?'

• 'There's too many loonies around here. I'm off!' Decided the giant robot. And in a flash he was gone.

opers

• Hear the sad story Captain Dustbuster. Born in Surrey in 1948, the Cap's dreamed of joining his Marvel Comics heroes in fighting crime and righting wrongs. However, bereft of even the most basic of super-powers — no super-strength, no flying ability, not even poxy X-ray vision — he instead became an assistant at Millets where he works to this day.

• Don't try this at home kids, despite the fact it's a lot of fun and loads more interesting than washing up or doing homework!

• And now a quick word from our canine correspondent: Arf! Arf! Arf! Woof! Snarl! Slobber! Grrr! Yap! Yap! Er... marrowbone etc.

• Hold aloft thy spangly jewells, They glint and gleam with heavenly hues. A nicer sight I could not choose, Even on a Carribean cruise. (Oi you. That's quite enough of that — Dino)

game, press the buttons in increasingly frantic motions until something happens and then hope you win the fight. The standard two-out-of-three-rounds-to-win rears its boring head again and as per usual, every character has its own set of special moves.

Graphically, VR Troopers is a little bit of a step backwards as far as 16-bit games go. The sprites are small, but move surprisingly well for their size. The backgrounds, as well as all of the other still art in the game, are of a reasonable standard and the same can be said about the sound, if not the entire game. as a license, VR Troopers is not too bad, but we've seen it all before. There's nothing unusual or outstanding about the game, but neither is there anything unusually bad about it. It's playable, fun and challenging, but only for a very limited time. Fans of the TV series will no doubt lap it up, but anyone else will be advised to try it out before they buy it. After all, there's only so many way that you can re-invent the wheel, isn't there?

The sprites are small, but move surprisingly well for their size

Proscare

75

A decent enough game, but lacks any kind of outstanding feature to make it worthy of attention.

Saturn

Review

● Imagineer ● £59.99 ● IMPORT

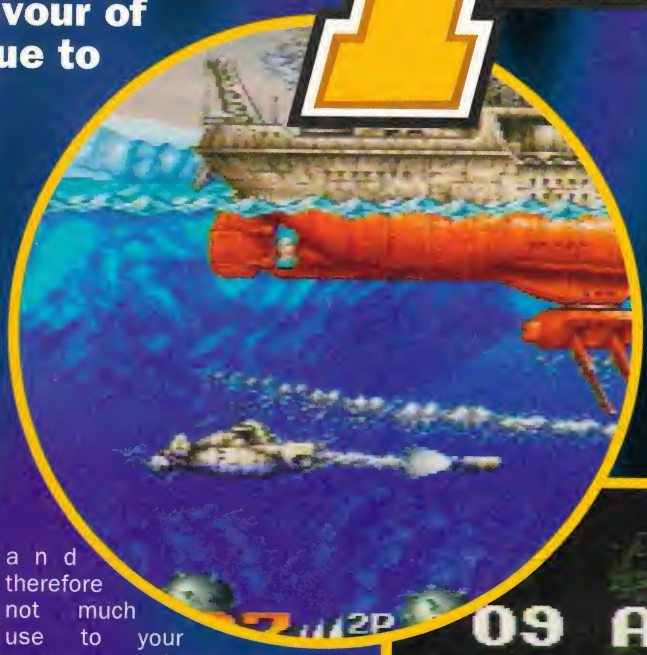
In the Hunt

We all live in a yellow submarine! Miles had written a very lame intro regarding The Beatles, but perhaps something a little more relevant is in order. Import games are the flavour of the month, and true to style, this is yet another blaster.

Submarines eh? They've never really been big in the world of computer games. Apart from the age old (and classic) Microprose strategy game *Silent Service*, I can't actually think of any off-hand. Oh yes, there was *Hunt for Red October*, an edge-of-your-seat thriller movie translated into a dull marine shoot-'em-up.

There's a good reason for this lack of submarines outside the realms of hardcore simulation. They're big, slow, cumbersome and therefore not much use to your average high-speed arcade player. Perhaps that goes some way to explaining why *In The Hunt* is so doggone sluggish.

The idea's a simple one - you pilot a chubby little sub through level after level of land, sea and air-based bad guys out for somebody's butt, namely yours.



● Stardate: 09/04/93. Mission: Kill everything that moves (and some things that don't!). Weather: Cloudy, with some spots of rain.

● Humm. I'm getting a funny feeling that I've seen this submarine somewhere before! Hang on a sec, it's just my sub in a different colour!

e Hunt

● These planes look very similar to Harrier Jump Jets. If they are, maybe they should just hover around for a bit.

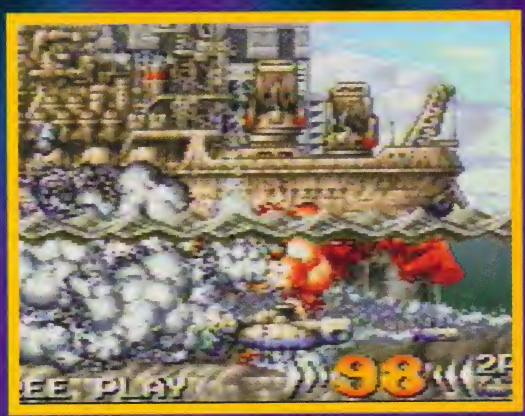
The sub has four modes of offense. Torpedoes fire straight out ahead and are effective against any water-based threat. In addition you have depth charges to take out enemies below you. The problem is they float down a bit too slowly. Missiles can also be launched straight up but to hit enemies on the land or in the air you need to surface. The vertical rocket control auto-switches to your sea or land/air weapon which is also power-upable.

Aimed more at the younger player

Push scrolling is used and proves to be god-send. Being a bit on the bulbous side and often with only half the screen usable (you can't fly in the sky) things often get pretty crowded. At least this way you're able to wait for the opportunity to nip through.

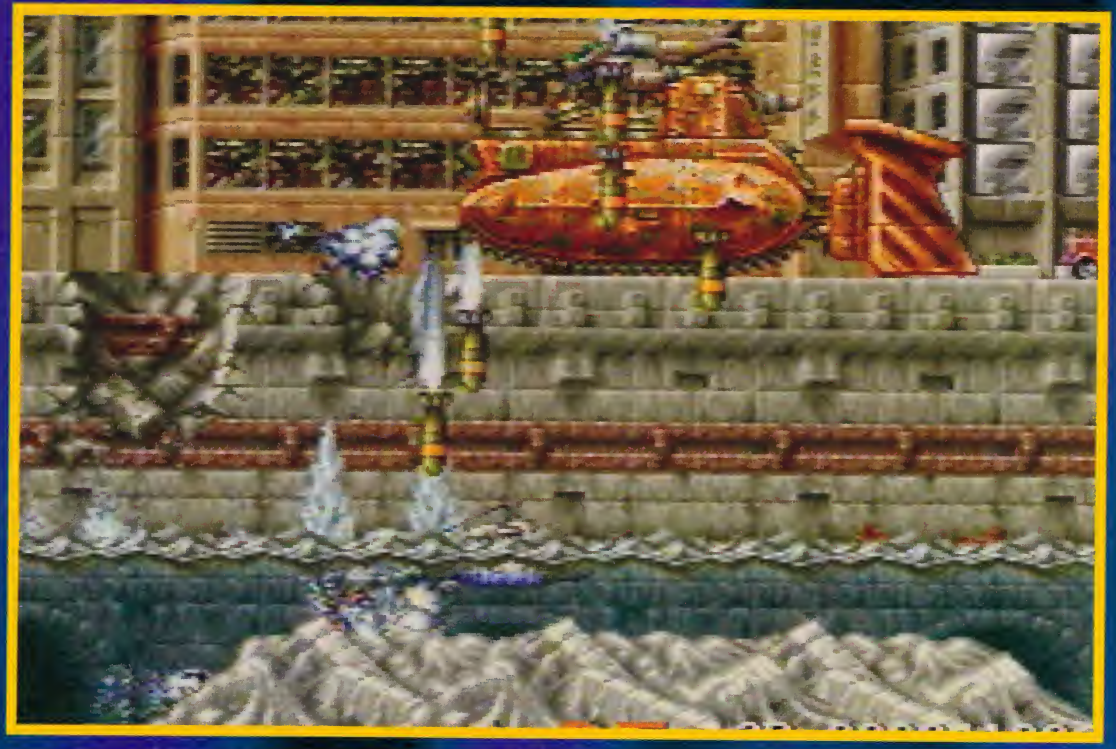
In the Hunt's chunky sprites suggest it's aimed more at the younger player but the difficulty

● Owch! That hurt! There's nothing like getting a bomb right on the top of your noggin, and Miles has just found out how much it hurts!



● It's a battleship Jim, but not as we know it! The graphics in In The Hunt are very chunky and give an eighties arcade feel to the game. If this was the idea, then my hat goes off to the artists involved.

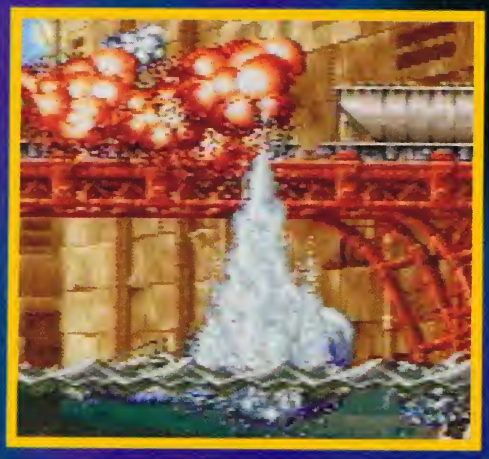
● Look out below! Everyone seems to be most displeased with you and intent on doing you harm. You just can't please some people.



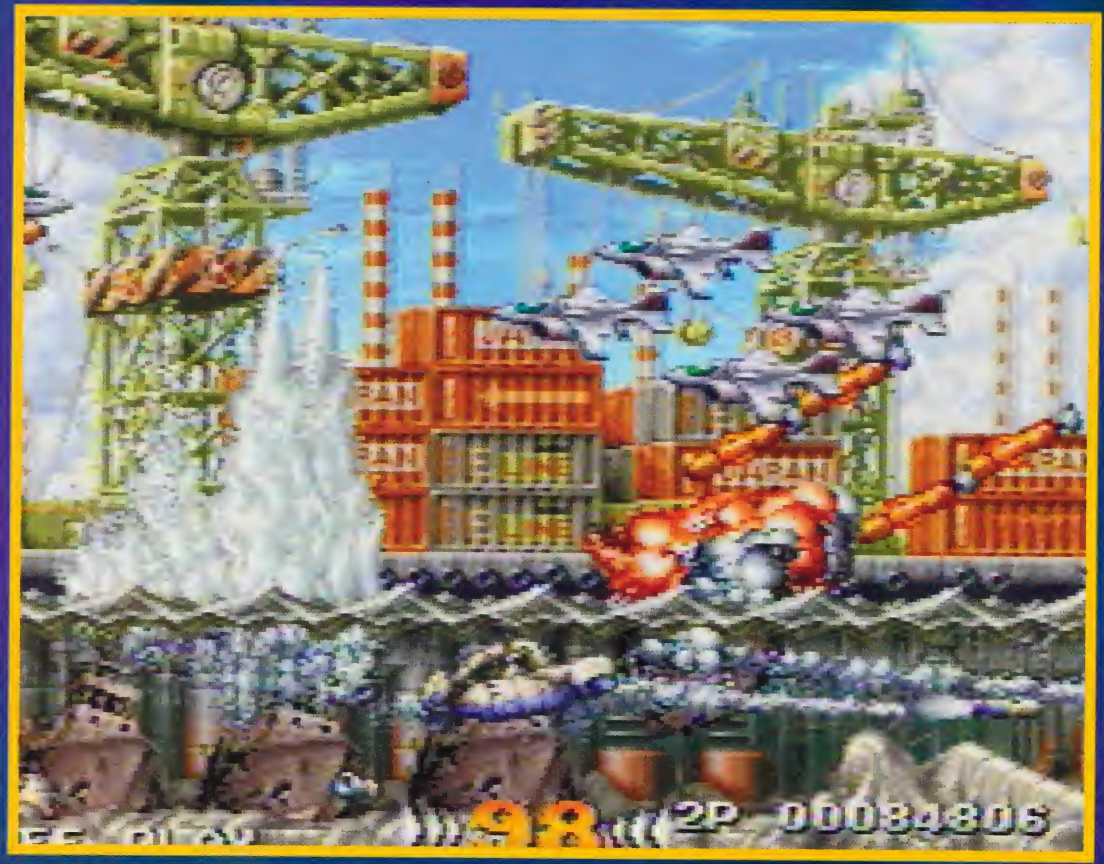
level says quite another, especially the bosses, some of whom are rock-hard. The state of affairs is not helped by that sluggishness I mentioned earlier. You have to think several events in advance in order to take evasive action. Things are made even worse by the great big explosions. They look nice and everything but don't 'alf obscure what's going on. Trying to manoeuvre through a gap only half as wide again as the main sprite with things blowing up all round, it's all too easy not to notice that pesky torpedo winging its way through the chaos.

There's nothing here that would have looked out of place in an arcade five years ago but it does offer a slightly new angle on the old shoot-'em-up theme. If you're looking to show off your new Saturn to your mates then steer clear. However if a nice bit of old fashioned gaming is what you crave, by all means have a look. It's a case of try before you buy though, so be warned.

● Miles Guttery



● When the action gets too much, there's always the pause button! Miles will no doubt say that he had to pause the game in order to get a clear screen shot, but we all know that he's one of the worst games players in the world and just can't hack the intense pressure.



● The air is full of threats in this game. Thankfully, you can surface and give them what-for with your sea-to-air cannon. If only submarine warfare was this simple and not complicated like in that Crimson Tide film.

Prospore

80

Nice chunky graphics and some neat ideas help to compensate for the sluggishness.

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● Cue the Manga cartoon sequences! They're backed by a Japanese 'rock' track sung by some 14 year-old girl who is about as tone deaf as Dino! Still, it's all a laugh, isn't it?

Gu

● Yuan-Nang is a female warrior with a chest that could ski down! Trust the japanese to fill every game with pretty, cartoon girls that ooze appeal from every pore. Still, we're not really complaining. After all, we're probably the only country in the world to put topless girls in national newspapers.

Gunbird, eh? If there are any dangerous chicks on the loose, it sounds like a job for Miles. He's a man of many parts!

Someone please tell me this is some sort of sick joke. It's not? In that case, there's something seriously wrong somewhere. This'll set you back around sixty big ones and for what? A scrolling shoot-'em-up for Cliff's sake! Call me a big old sourpuss if you like, but personally I just don't get it. 'Next Generation' they said. 'Machines to take gaming onto a whole new level' they told us. And they weren't kidding. *Daytona*, *Panzer Dragoon* — luvvly jubbly. Instead, we're forced to play stuff like this (Get on with it Miles - Dino).

As far as I can gather, *Gunbird* is based on a Japanese comic strip or cartoon. The game begins with selection of a character from the motley bunch on offer then it's straight into the game.

Putting aside all personal vendettas and bias for a second, it's actually (splutter!) a fairly reasonable shooter. Not a brilliant one you understand, but not bad. All the bog-standard ingredients are there for approval. Power-ups, level-guardians etc. The problem is it's a Mega Drive game, plain and

Gunbird

● The guardians in the game range from the impressive to the completely stupid!

simple. And not even a particularly good one at that. Way to often you find yourself cut off by hundreds of bullets with no possible means of escape.

Before you all start booing and heckling, I'm not just being a humbug. I was raised on the classic arcade styles of Yester-year, matey. So don't talk to me about playability and how important it is - I've owned a Spectrum! Seriously. I don't have anything against resurrecting the classic game-styles for today's super consoles. In fact I'm all for it. There's only so many 3D driving games one can stomach, after all. What I would like to see is some effort being made to take advantage of the Saturn. At this price you could buy a second hand Mega Drive and an equivalent title with no sacrifice, either in playability or graphics, and have change left over. The only difference would be the CD audio tracks which don't make a heck of a lot of difference anyway.

There's only so many 3D driving games one can stomach

The only people likely to get anything out of *Gunbird* are avid collectors who get a kick out of owning everything going. Me. I think I'll have a little lie down and wait for *Sega Rally* to arrive, glaming, on my desk. Now, where did I put my chrissie choccies?

● **Miles Guttery**

● The weapons in Gunbird are rather impressive, don't you think?

Prospare

58

A dull and badly thought out shoot-'em-up with nothing new to offer.

Competition

Manga Mania

A couple of years ago Manga was something few people in this country had heard about, but now the Japanese sensation is sweeping the nation. Its blend of gritty realism and fantastic futuristic sci-fi action making it compelling viewing for a growing army of fans. Pioneer have been instrumental in this growing cult status with the release of a string of successive Manga hits. Armitage III is their latest and looks like being their biggest release yet!

Armitage III - Pioneer

If you haven't seen Armitage I, or II, then don't worry - they've never existed. Despite the name, Armitage III is, in actual fact, the first in the series. Strange, isn't it? Well, it is to start with, but everything is explained once the action starts ...

Armitage III depicts a harrowing picture of the future, with robots and humans living together in a giant metropolis on Mars. The story unfolds with the murder of singing star Kelly McCanon. It's not so much the murder that horrifies the martian population, but the fact she is a 'third type' robot - a self sufficient humanoid with the capability to feel emotions. The humans are outraged and go on a devastating rampage.

With the humans incensed and the murder of Kelly McCanon still unsolved, the Martian Police Department call on Ross Sybilus, a veteran cop from Chicago and his partner, Armitage, to help out. And so begins the death-defying adventure of these two, unlikely heroes.

Manga films have always been renowned for excellent animation, but with Hioyuki Ochi in the directors chair, Armitage III is sure to blow all other Manga titles away. Chiaki Konaka's excellent screenplay also guarantees a thrilling, roller-coaster ride that'll glue you to the screen and leave you begging out for more.

The series kicks off on the 22nd of January with the first episode Electro Blood. Following that, a further three episodes will be released over the coming months, completing this compelling saga.

Retailing at £6.99 they're a must buy for all fans of Japans greatest export. Armitage III looks destined to propel the female heroine, Armitage, to the dizzy heights of Manga superstar status. Film critics in Japan have already hailed the film as one of the greatest works of Manga ever. A true masterpiece of Japanese animation with a gripping plot to match.

Thanks to Pioneer, we've got five copies of Armitage III, Electro Blood to giveaway. To win a copy, just answer the questions below and send them in to the new Sega Pro address : - **Armitage III compo, 14A UNION STREET, NEWTON ABBOTT, DEVON, TQ12 2JN**

Q: Name the female heroine in Pioneers latest Manga release, Armitage III?

Competition

When Georgey Best and Rodney Marsh teamed up to do a tour of the country talking about football, the outcome was always going to be controversial. In Drugs, Thugs and Mugs? Besty and Marsh (two of Englands finest - and most outspoken players) don't hold back with their opinions. Whether it's Cantona and his Kung-Fu lessons, or Bruce Grobbelaars bung scandal, Besty and Marsh aren't afraid to have their say. The result being 60 minutes of their entertaining and occasionally outrageous views on the state of English football and its players. Mike Osman desperately tries to keep them in order, but in the end, there's just no holding back!

FIFA '96

What can be said about this champion game that hasn't already been said? Not much, except, perhaps that, with plenty of flashy graphics, superb animation and some super slick gameplay it is one of the greatest footy sim ever to grace the Mega Drive.

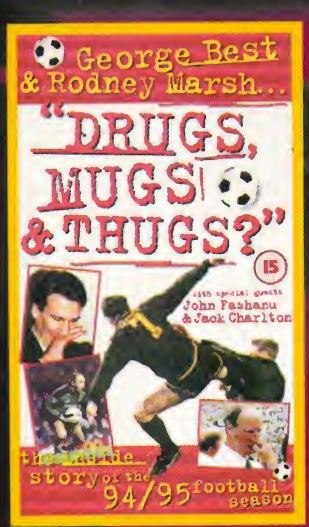
Any self-professed footy freak can't afford to be without this game in their collection, but wait ... before you break open that piggy bank, why not see if you can win one of the five copies we're giving away - as well as a copy of Drugs, Thugs and Mugs? with each - in our Fantastic Footy Giveaway compo. Just answer the simple questions below and send the answers in on a postcard to :

- 14A UNION STREET, NEWTON ABBOTT, DEVON, TQ12 2JN

Good luck!

Q: With Which Football team did George Best play most of his professional career?

Was it: **A) Aston Villa**
B) Torquay United
C) Manchester United



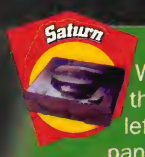
Drugs, Thugs and Mugs?

Protips

One thing we won't produce less of are tips and cheats (unless we don't get any more!) and we'll keep you up to date on the latest and best cheats around. So, send 'em in at the usual address! Send your tips and cheats to: ProTips, SegaPro, 14A Union Street, Newton Abbot, Devon. TQ12 2JS.

A SegaPro goodie bag will go to the best tip or cheat of the month.

Myst



Hints and tips

Stuck between a rock and a hard place? Need a few handy hints and tips to help you on your way? Then read on, dear reader, and all your Myst-related woes will be answered...

Main Island

First of all, pick up the note you find in front of the planetarium. When you explore the island, you should find that there are eight marker switches: Pier, Giant Gears, Planetarium, Spaceship, Mall with Small Pool and Pillars, Brick Building, Wooden Shack and the Clock Tower. You should turn each marker switch up (or on) when you get to it.

When you get to the pier, press the green button on the upper-left corner and a hidden control panel will be revealed. Enter 08 and then use the projector.

Go to the library and read the four books in the book-case.

Ship: Set the correct dates and click on the Leaf, Snake and Bug. The book can now be found on the resurfaced ship.

Tree:

Open the safe with the correct combination (7, 2, 4), get the match and light it. Obviously, you use the matchbox for this. Now use the gas wheel to operate the elevator and get the book, which is located underneath the tree.

Gears:

Spaceship: Use the organ to play the notes from the Selentic Age book and set the same notes in the controls of the ship. Now press the button and the book will pop up before you.

Stoneship Age

To turn on the submersible's lights, all you have to do is push the SE button. The clue is 135°, which was found with the telescope.

You can drain the ship with the button located on the far left. When you go in, head to the lower level and click on the desk. The book leading back to Myst will appear.

Selenitic Age

To get the sound sequence to open the door next to the spaceship, all you have to do is push the Sigma button. When you get into the station, listen for a sound which will indicate the direction. If you can't be bothered to do this, then simply go N, W, N, E, E, S, S, W, SW, W, NW, NE, N and finally SE. Now you can get that all-important book...

Mechanical Age

Enter the elevator and press the Up button. Then press the middle button and get out of the lift before it descends.

You'll now have to rotate the tower, so practice on the simulator first of all to get the hang of it. Remember, you won't be able to see the tower's orientation, just the motion in the gears. When the tower grinds to a halt, it'll make a sound indicating the directions you should follow. Now get that book!

Channelwood Age

Trace the water from the windmill, remembering to check every Y junction as you pass them. Now find the elevator and go up to get the Myst book.

Dunny Age

Return four pages to either brother. He'll then give you some important instructions. Whatever you do next, don't give away the last red or blue pages or go to Dunny without the white page! If you go to Dunny with the white page, your Dad will go back, destroy the book, pat you on the back for doing so well and then buy you a free years subscription for Sega Pro. Well he actually asks you to stick around for further adventures, but I had to plug a Sega Pro subscription somewhere, didn't I?

Syndicate

First cheat comes from James Pearce in Didcot. Go to the password screen and enter HACKER 5QVAD. Press Start on the title screen, and you will be able to choose any level and any weapon.

Pretty Fighter X

- **Play as the Boss**

A simple cheat, all you have to do is go to the title screen and press X+Y+Z+Start. You can now play as the nasty guardian.

Change Character Colours
Hold down either L or R while you select your character.

Shin Shinobi Den

- **999 Shuriken**

Go to the option screen and hold down on L and R. Now press C, A and B. You'll have to enter the code again if you change any numbers.

99 Lives
Highlight Game Start and enter A, Z, B, Y, C, X and Start.

0 Lives
Highlight Game Start and enter A, B, C, B, A and Start.
View FMV Clips
While watching the opening intro, enter C, X, B, Y, A, Z and Start.

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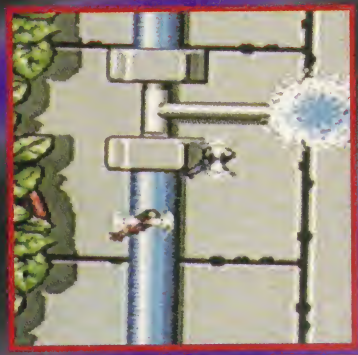
Micro Machines 2

Fancy a quick game of Tennis when you're playing this classic game? If you do, then simply hold

down button 2 and start on the title screen and you will be wisked away to play Squnk Tennis! Thanks go to Mark Anderson in Argyll for that one.



Prohelp Q:A:

ProHelp!

Once more into the breach. The fearless Sega Pro All-Stars step out to make their names and cure your pains. If you've got a problem. If no-one else can help, get Britains top game-tamers on the case. We've got a crack team of elite gaming talent ready to be unleashed on any problem you might be having. Call the Professionals. Get writing to ProHelp, Sega Pro, 14A Union St, Newton Abbot, Devon TQ12 2JS.

Exqueeze me, Mr Fish!

Q: Dear ProHelp,
I bought a Mega-CD a few months ago and why are most of the games so crap? Questions.
1. Can you recommend some good ones?
2. Can I play Saturn games on my Mega-CD if I buy a 32X to make it 32-bit?
3. If this is not possible should I buy a Saturn as not many good arcade games are being converted to the Mega Drive any more?
I hope you can answer my questions.
Daniel Bucket, Glamorgan

A: I wouldn't be too hard on the Mega-CD ,though like a lot of people (myself included) you've been disappointed that the Mega CD has not really been used to its full potential. If you haven't already got 'em I suggest you check out Ground Zero Texas, Thunderhawk, LHX and Rebel Assault. These are definitely my personal favourites.
Now then. Can you what...? I think you're labouring under a slight misapprehension here. I suggest you go and take a little lie down for a while. The only machine that'll run Saturn games is, strangely enough, a Saturn. If the Mega-CD could run 'em why on Earth do you think the Saturn ever arrived in the first place? It's an entirely different machine.
As for your last question, it may seem like passing the buck, but it really is up to you. There's still a steady stream of Mega Drive stuff coming out though that's likely to slow down during the course of 1996. The feeling among retailers is that cartridges have seen their last Christmas. If you haven't spent all your Chrimble money already then getting a Saturn would be the obvious way to upgrade.

Eeny meeny miny mo!

Q: Dear ProHelp,
Thanks for the best magazine around. I hope that nice compliment will encourage you to help me out as I have some favours to ask you.
1. I have just bought a Saturn and want a driving game. Should I get Daytona or wait for Sega Rally? I can only afford one or the other.
2. Is the Saturn steering wheel any good?
3. Will there be a virtual reality head-set for the Saturn?
4. Does anyone actually own a Neo-Geo?
Matthew Hardman, Cheltenham

A: Always happy to do a favour, maff!
1. To be honest, I'd say wait for Sega Rally. Daytona is good but SR really looks the biz.
2. Weeeeeell... no, not really. It looks pretty smart but these things are always a bit gimmicky. If you've got money to spare by all means give it a go, but I reckon a good, old-fashioned joypad is perfectly servicable for any of the current crop of drive-'em-ups.
3. There are no plans in the immediate pipeline but I would say that such a thing could be a distinct possibility in the future. If we receive any news you'll be the first to know.
4. Yes.

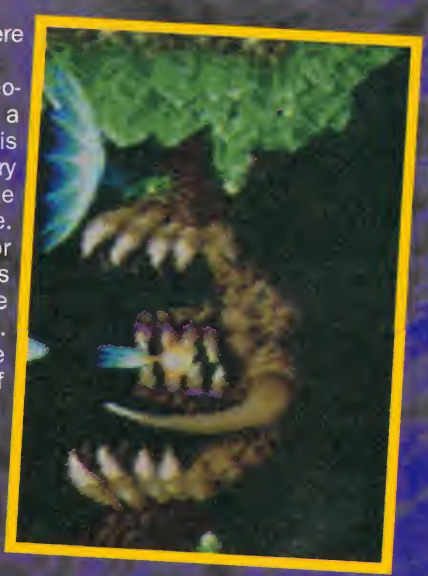
Seedy videos!

Q: Dear ProHelp
I hoping that you can answer these questions. I know some of them may sound a bit silly, but I'm stuck!

1. Can you play Video-CD titles on a Mega CD? I've tried some of my friend's (he has a PC), but they don't seem to work. Do I need a special add on?
2. Where can I get import Mega CD games from, and will they work on my english Mega CD?

Martin Allsop
West Yorks.

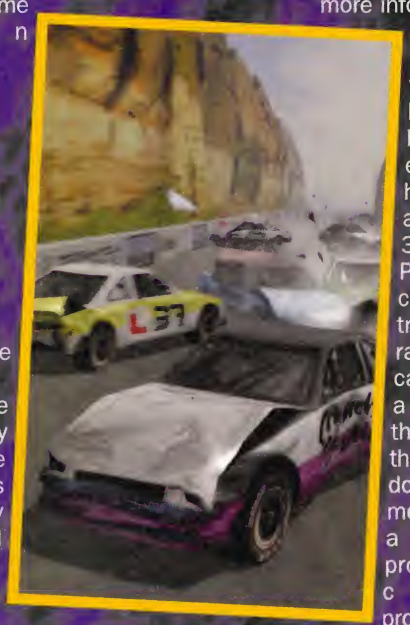
A: Okay Martin, here goes:
1. Nope. Video-CDs use a technique called MPEG. This system doesn't store every frame of the film, but only the changes between each frame. As it's a very processor intensive activity and needs some special code, some extra hardware is needed. The Saturn can play these CDs, but only with the help of its FMV add-on card.
2. Try the Video Games Center in Bournemouth. Give them a call on (01202) 523714. Don't forget to tell them that Sega Pro sent you!



Another whine bites the dust!

Q: Dear ProHelp,
Firstly (and I know It's a bit sad), I'm desperately stuck on Aladdin for the Game Gear. Do you have any cheats or passwords cos I'm at my wit's end! Right, now that's out of the way, time for another set of questions. I also own a Saturn and have been quite worried about some of the things I have read concerning the PlayStation (not in your magazine, I hasten to add):
1. Is it true that the PlayStation is much more powerful than the Saturn?
2. Why do all the best games (like Destruction Derby) come out on the PlayStation and not Saturn?
3. Is it true that the PlayStation is winning the race to become the number one console?
4. I paid £399 for my Saturn when it first came out. Now they're only £299. does this mean Sega are having trouble selling them?
That's all for now. I hope you can help me.
Andy Nurding, Reading

A: First thing's first. Why is it sad to own a Game Gear? Just because new technology has arrived doesn't automatically make older machines tosh. I wouldn't be without my GG, and just to prove it, here are some Aladdin passwords:
Level 1. AJGJ
Level 2. LAEA
Level 3. ASNF
Level 4. DMIA
Level 5. INSI
Level 6. NEUA
Level 7. AALG
Level 8. BLTO
Level 9. UIAN



Onto those questions...
1. It is true that in many ways the PlayStation is a potentially more powerful machine than the Saturn. More importantly, Sega have recruited some of the best companies in the world to develop games for it, and it takes a while for any new machine to fully reach its potential.
2. It's funny you should say that because as we speak rumours of a Destruction Derby conversion for Saturn are gathering momentum. Check out the feature elsewhere this ish. As for this 'all the best games' gibberish, we can only say 'Wake up and smell the coffee, laddy!'. What about Panzer Dragoon, Daytona USA, Bug, Rayman and Virtua Fighter 2? The list goes on and on (check out our A-Z for more info!). If you spend all your time worrying about what you haven't got, how can you enjoy what you have got? Think about it.
3. The PlayStation came out of the traps at quite a rate but you can't really gain a realistic idea of the market until things have died down a bit. At the moment, there's a lot of propaganda and counter-propaganda flying around. Look at it this way; the SNES had a far smaller user base in this country than the Megadrive ever had and it still didn't do too badly for itself now did it?
4. It's always the way when anything new appears. Firstly, it goes on sale at the top price, and then something (i.e. The Playstation) will come in and compete with it at a lower price. The price reduction is not an indication of declining sales, just a typical marketing model. Next time, bite the bullet and wait awhile. You'll save yourself many quids.

More Mega please!

Q: Dear ProHelp
A big 'Wahey!' to all at Sega Pro from your number one fan. You're my last hope so please, please, please print my letter.
1. I've noticed the number of Mega Drive reviews is going down. This is not a complaint but please put more in for us MD owners!
2. Do you know of any cheats for Castlevania Bloodlines on the Mega Drive?
3. How about some Urban Strike passwords?
4. Will Virtua Fighter 2 be coming out on the Mega Drive or 32X?
5. Where does Nicko do his DJing?
Carl Whelan, Chester

A: Our number one fan, eh? Well I reckon that just about qualifies you for the ProHelp treatment. Fire away...
1. That's because the number of Mega Drive releases is going down. We'll cover what there is but we can't conjure games out of thin air if they're just not there.
2. You're in luck there. Try this little trick. First, on the options screen set BMG to 5 and FX to 73. When the title screen appears press: START/UP/UP/DOWN/DOWN/LEFT/RIGHT/LEFT/RIGHT/B/A. A chime should sound to confirm the cheat has worked. You'll now start the game with nine lives and there'll be an extra-hard expert skill level option as well (just in case you're finding it too easy). I am assuming you're not otherwise you wouldn't be asking for a cheat.
3. Oh alright. I'm sure we've printed them before but I can't remember where; you're just lucky I'm in a benevolent mood.
Hawaii — YZ9NHLWVNBF
Oil Rigs — CNHLGBR4NBF
Inside rig — ZLGBWD3PFZD
Mexico — 9BWDR6MJYNM
San Francisco — NDR63P7VZLT
Inside Alcatraz — H63PMJT4SYL
New York — LPMJ7VSXFZR
Las Vegas — GJ7VT4FKYNM
Casino — BVT4SXYC2LT
Underground casino — WR63PMT4SYL
End screen — D3PMJ7SXFZD
4. Highly unlikely.
5. Anywhere the Pet Shop Boys are still fashionable. Cinemas before the main feature, lifts in Marks and Sparks - those kind of places.

Instant Relief

Once again it's quick query time. If there's just a small point bugging you, or maybe a simple cheat you've misplaced, this is the place to come...

Pete Berkley from Aberdeen received a Mega Drive and 32X for Christmas and wants to know what decent 32X games there are around. Well I'm sorry to disappoint you Pete but to be honest there hasn't been much worth talking about. The Virtua games Racing and Fighter were admittedly excellent but other than that I'm afraid there's not much to sing about.

Damian Block who hails from Stevenage wants any cheats for Mortal Kombat 3. As luck would have it this little bobbit just happened to be kicking round he office. On the menu screen enter the code A,C,U,B,U,B,A,D. This will bring up a menu of cheats for your eyes only. Well, your and anyone else reading this page as well.

Lidney's Andrew Blackwell is having trouble getting through the brilliant Bug so just for you Andy, here's how to access a level select. Press B, A, B, Y, DOWN, RIGHT, LEFT SHOULDER, DOWN. You will hear a sound if the cheat has been accepted. Now pressing up and the left shoulder button will access the cheat.

Jake Allen from Colchester can't find the fabled warps on Skitchin'. Worry not Jake. Just look for the billboards positioned close to the roadside. (most are several metres away). These are often warps and are accessed by jumping into them. You'll then be transported to a nice new city.

Protest!

Your Letters!

Email: nickr@paragon.com

PROTEST
SEGA PRO
PARAGON HOUSE
ST PETER'S ROAD
BOURNEMOUTH
BH1 2JS

A new team, a slightly new look and a new era of Sega Pro dawns. Sadly, none of our esteemed readers knew of this, so we will have to wait until next month for the fan mail to come in (single females should all apply to the same address!).
The PSX/Saturn debate still rages as owners defend their consoles to the death. When will you lot understand that it is really all down to personal preference? There are some games that the Saturn can do better than the PSX and vice versa, so what's the problem?
Anyway, if there is anything that you'd like to get off your chest, or if you have any comments on the mag or the games industry in general, then drop us a line to the usual address. We also would lie some artwork of the new team to splash about, so watch some re-runs of Take Hart and get out your crayons.

Rabbit Stoper!

Dear Protest
I have just got a Saturn for Christmas and I was really pleased with it until I saw my friend's PlayStation. I'm now beginning to wonder if I have got the right machine. Could you tell me a few things about my Saturn that will stop my friend dead in his tracks the next time he starts rabbiting on about it?
Donald Keys, Southampton

What! How dare you doubt the almighty Sega! Tell your 'mate' that if he's happy with a console that has been knocked out by a bunch of Hi-Fi fanatics, then he's welcome to it! The Saturn is a great machine and has a very bright future, so let's have none of this "I'd rather whine about my console rather than charge full tilt into the nearest game shop" rubbish! Really, it's getting a bit tedious!

Girls Girls Girls !

STAR LETTER

Dear Protest
Great mag guys. I think you should put a few posters of some drop-dead gorgeous babes in it to give it a bit of, errm, 'appeal'! Anyway, I have a genuine reason for writing in. I've just laid my hands on both Sega Rally and Virtua Cop, and now the Saturn post-crimbo software supply has seemed to have dried up. There's nothing in the shops, and the only games available seem to be naff Japanese shoot-'em-ups that cost you the earth and then definitely fail to move it. Has Sega forgotten that we (the general public who have forked out the £350 for their console) want to play new games all-year round and not just at Christmas. I know that this is the busiest time for the big boys, but I think they need reminding that there is life after December 25th.
Jason Willis, Nottingham

It is a sad fact of the industry that all the biggest games on any format will be released at Christmas which (as you point out in your letter) is the busiest time of the year. Most publishers are now concentrating on their spring releases and even though the user base of the Saturn will have increased by a massive proportion over Christmas, most of these new owners will have to be content with the range of games already available. As for the rest of us, there are some pretty decent import games to be had, as long as you don't mind swimming through loads of Japanese text. Just take the advice of the Pros and stay away from the RPGs!
Oh, by the way. We've already tried the 'babe' angle in the mag. Anyone remember 'Progirl'?

ics!

st!

Just the Job !

Dear Protest
Thanks for a very good magazine. I really like the up-to-date look, but I wish you would print more interviews with programmers about how they go about developing games. I am a keen programmer and am considering this as a career when I leave school next year. Anyway, I have a few questions for you guys. I hope you can answer them.

1. How many letters do you guys get every month, and do you answer them all?
2. How do I get a job writing for a magazine like yours. Do I need any special qualifications?
3. If I write a few reviews for you, will you print them?
4. When will *Crusin' USA* come out on the Saturn?

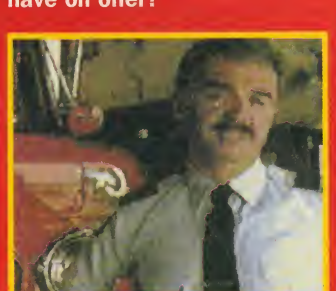
Stephen York, Bolton

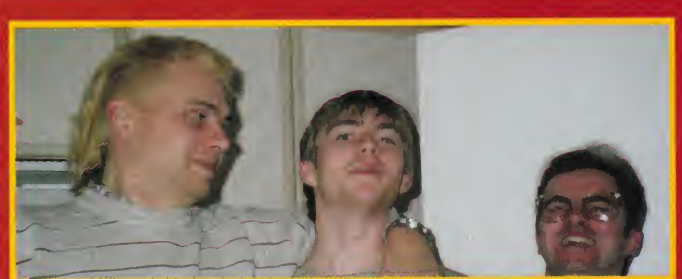
We're glad you like the mag, Stephen. As for the interviews, we're always on the look out for people to talk to, but at the moment there's very little coming out that warrants a full-blown interview. As soon as we see something that would make such a feature feasible, you can be sure that we'll give you all the best information and interviews we can.
1. We get anything from 50 to 100 letters every month, and although we read them all, we can't answer every single one. That would be a full-time job in itself.
2. Study hard, get some good English qualifications and write a few sample reviews and send them to mags along with a CV and a covering letter. A few additional higher education qualifications will improve your chances as well.
3. Maybe
4. Rearrange these words into a well known phrase or saying: HELL CHANCE IN NOT A (Well, it's a little funnier than just saying 'Never', isn't it?)

Mega - CD !

Dear Protest
I am one of the thousands of annoyed Mega-CD owners in this country. When the machine first became available, I bought one as soon as I could afford it, along with as many games as I could find. Now, two years or so later, It has been relegated to a back-up audio CD player, if it's lucky enough to be switched on.
Please could you give me hope that there are some games in development for it and that it will return to its former glory. I feel as sick as someone who's just bought some shares in a company that manufactures ashtrays for motorbikes!
Annoyed, Lancs.

We're all feeling a little bit like that at the moment, but the fact of the matter is that so many publishers are concentrating on the Saturn at the moment, the rest of the Sega range is falling behind. It is an inevitable by-product of the march of technology; there's always something better just around the corner that everyone wants. If this didn't happen, we'd all still be playing with Atari 2600 consoles at home and Space Invaders in the arcade. May we suggest that you get in touch with your nearest importer and see what they have on offer?





• Conducting yourself properly during the Christmas party and not drinking all the beer is a necessity if you are to succeed in magazine publishing. Expect to see the back of these louts by the end of February. Who is that bloke with the glasses anyway?

Pass the Buck Boys

Dear Sega Pro
This isn't going to be a grovelling letter telling you how great I think the mag is (even if I do think it's the best Sega mag around). I have a serious problem, I'm hoping that writing into you will help solve it.
I bought a Saturn from a small supplier in my home town when they were first launched. After three weeks, it refused to work and started making funny noises through the TV. I returned it to the shop the next day only to find that they had gone out of business! I rang Sega, and they said that it was not their responsibility to replace it but that it was down to the original supplier who sold it to me. Great! Thanks a lot, guys!
Now I have a dead Saturn and cannot find a anyone who will repair it an replace it. I don't want to buy another one; all I want is what I paid my money for. What can you suggest?
David Smith, London

May we humbly suggest that you contact your nearest Citizen's Advice Bureau and ask them for advice. We don't know the exact legal situation, but it seems silly that Sega couldn't put you in touch with someone who could either repair your Saturn or exchange it for another one. The CIB will be able to tell you what to do. In the meantime, if anyone knows a reputable repair service for Sega Saturns, then get in touch with us.

Traitor !

Dear Protest
How come I haven't seen any reviews of Weaponlord in any of the Sega mags (What! You mean you read another Sega mag! Traitor! - Dino). I have seen it in a computer store in town, but I am not going to buy it unless I read about it first. What's happened?
Jane Addinson, Southampton

Err. Bit of a sore point there, Jane. Ocean refused to send out any review copies of the game, but if you look elsewhere in this issue (We hope. We've yet to find someone who stocks it!), you'll be able to read a review right now. We'll leave the ultimate judgement up to yourselves, of course...

Con Man !

Dear Sega Pro
I'm not one to write into magazines, but something happened this Christmas that left me so incensed I had to write in. Father Christmas is a con man! I wrote to him before Christmas asking for a Saturn and as I've been a really good boy I was certain I'd get one. So, you can imagine my excitement when I woke up Christmas morning and rushed downstairs to check out my stocking. Now imagine my disappointment when I got there only to find he'd left a couple of Mega Drive games instead. Now, I'm not spoilt or anything, but where the hell is my Saturn? What's this guy playing at?
As a result I've vowed never to write to this miserable old man ever again and I want you to encourage your readers to do likewise.
Name and Address withheld

As good as you probably think you've been James Bowen of 9 Littlegate Road, London, somewhere over the year you must have done something naughty. Come on, be truthful with yourself, can you really put your hand on your heart and swear you never told a lie, or did anything wrong? No, I didn't think so and that's probably why you didn't get your Saturn. Santa's just giving out the reward he thinks you deserve so give the guy a break! Why don't you save up your pocket money, do a few extra chores and buy one yourself. Now be off with you, you pesky, little child! I don't know, some kids are never grateful!

Platforms !

Dear Sega Pro
I read you magazine every month and would like to know how you decide who reviews what. For instance is one of you a platform fan who reviews all the platform games? What system do you use? The reason I ask is because if someone who doesn't like a certain type of game reviews one they're not going to be very nice about it.
Sara Bryce, West Bromwich

Are you questioning our integrity, girl? System... nah. When new games come in everybody has a bit of a scrap over them until Dino takes the best ones for himself and gives the rest of us the chaff. Ho hum. Seriously, the answer to your question is yes. If someone has an unjustifiable dislike of a game they won't be allowed to review it. Generally though, being the professionals that we are, we're experienced enough at being constructive even if the title in question doesn't coincide with our own personal tastes.

Daytona or Rally

Dear Sega Pro
A big hi to everyone at Sega Pro and happy New Year to everybody. I have a Saturn and my friend got a PlayStation for Christmas. What's getting on my nerves is that everyone seems to think we Sega owners have got to be against anything to do with Sony and Nintendo but this is ridiculous. I thought long and heard before choosing to get a Saturn. What swung my decision in the end was the chance of getting my two favourite games of All time — *Daytona* and *Sega Rally*. Speaking of which I have Daytona and don't think it's as good a conversion as the reviews say. Hopefully Sega Rally will be better. Anyway, I've played on my friends PlayStation and it's got some excellent games. Also the Ultra 64 looks pretty good and I'm not going to slag it off just because it's by Nintendo.
It's time people realised all these machines have something to offer and the more variety there is, the better it is for us. If there was no competition and only one company producing games then there would be no incentive for them to keep the quality high and nobody wants that.
David Ricket, Bristol

Fair point. Maybe we do have the odd dig but it's all in jest. We're all gamer together really. It doesn't matter what names on the box as long as the software's up to scratch. Still, having a go at other people is a bit of a larf innit?

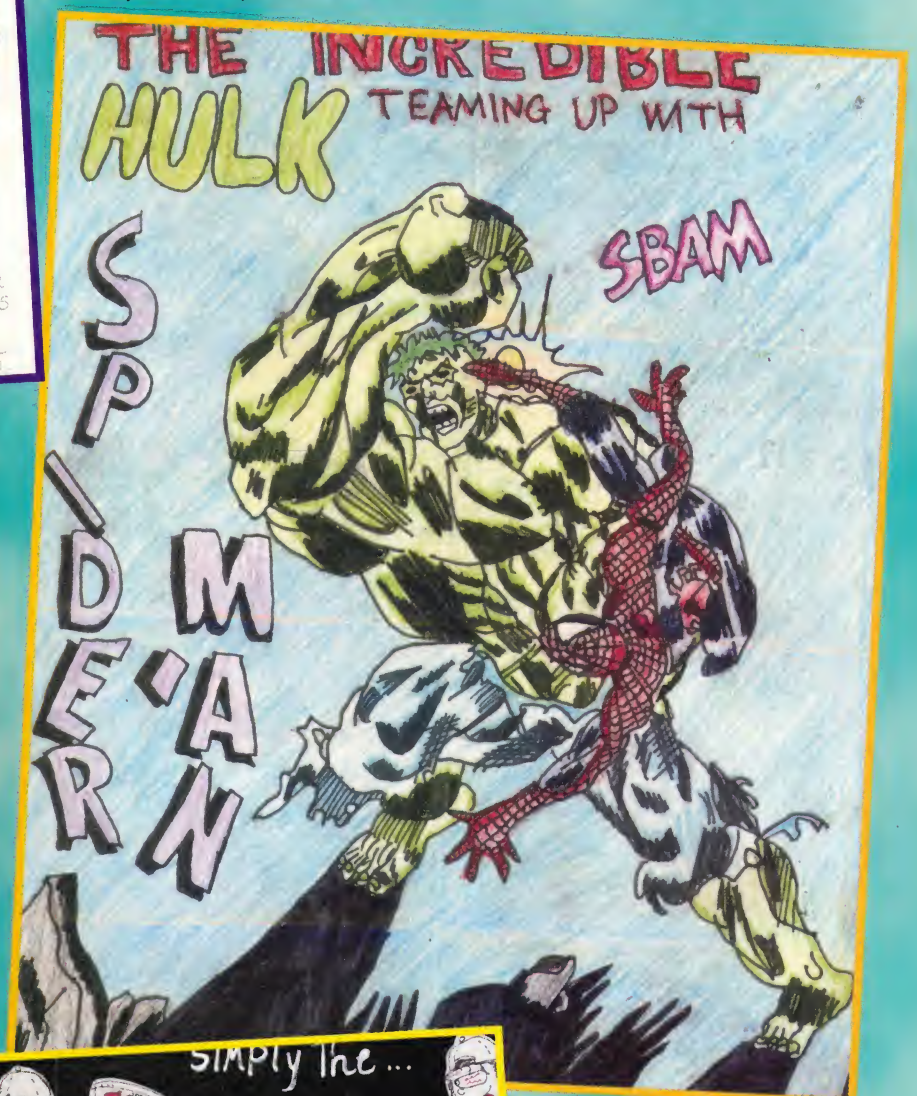
Help me !

Dear Sega Pro
Alright guys! I wonder if you can help me with one little problem I have. Having been a Sega nut since the heyday of the Mega Drive, I rushed out and bought the Saturn as soon as it was released. At the time I was well chuffed with it, but since I've become a bit disillusioned. The problem is that I like my footy and excluding *International Victory Goal*, there's no decent sims around to keep me happy. So when are EA gonna get off their fat asses and bring out *FIFA* on the Saturn? They've already released it on that crappy machine, the PlayStation, so why isn't it on the Saturn? Come on EA, sort it out!
yours pi@*ed off
Jak

***FIFA '96* arrived on the Mega Drive recently and will hopefully be coming out on the Saturn within the next few months. The PlayStation version was well-reviewed, so expect the Saturn version to be even better.**
EA have a good rapport with Sega users and aren't likely to leave you hanging in the lurch for long. In the meantime, why not try out one of the dozen, or so, other sports sims already released?

Readers' Art

If you fancy yourself as a budding Picasso (or, in Dino's case, just fancy yourself), send your works of art into us at the following address and we'll print a selection every month. Can't say fairer than that, eh? Send them to: Sega Pro Readers' Art, 14a Union Street, Newton Abbot, Devon, TQ12 2JS.



• (Above) Aussie art gets a fresh airing in the form of Freddy Sobh's rendition of Spidey and the Incredible Hulk. Hardly a teaming though – they're kicking seven kinds of you-know-what outta each other...

• (Above left) Leanne Mearns gets a little more cutey with her pic of Kiki Kaikai. Miles was particularly enamoured with the ears and hair – if only because it was an improvement over his own...

• (Left) Noor Matragi from Kuwait certainly knows about diplomacy. Simply the best indeed. How will we follow such a dedicated, ruthless, and, well, *handsome* team? How indeed...

• (Far Left) Alaister Telfer of Northampton shows his commitment to Sega with a montage of Sega Stars. Knuckles getting to grips with 'Uncle' Mario certainly tickled the old rib cage...

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